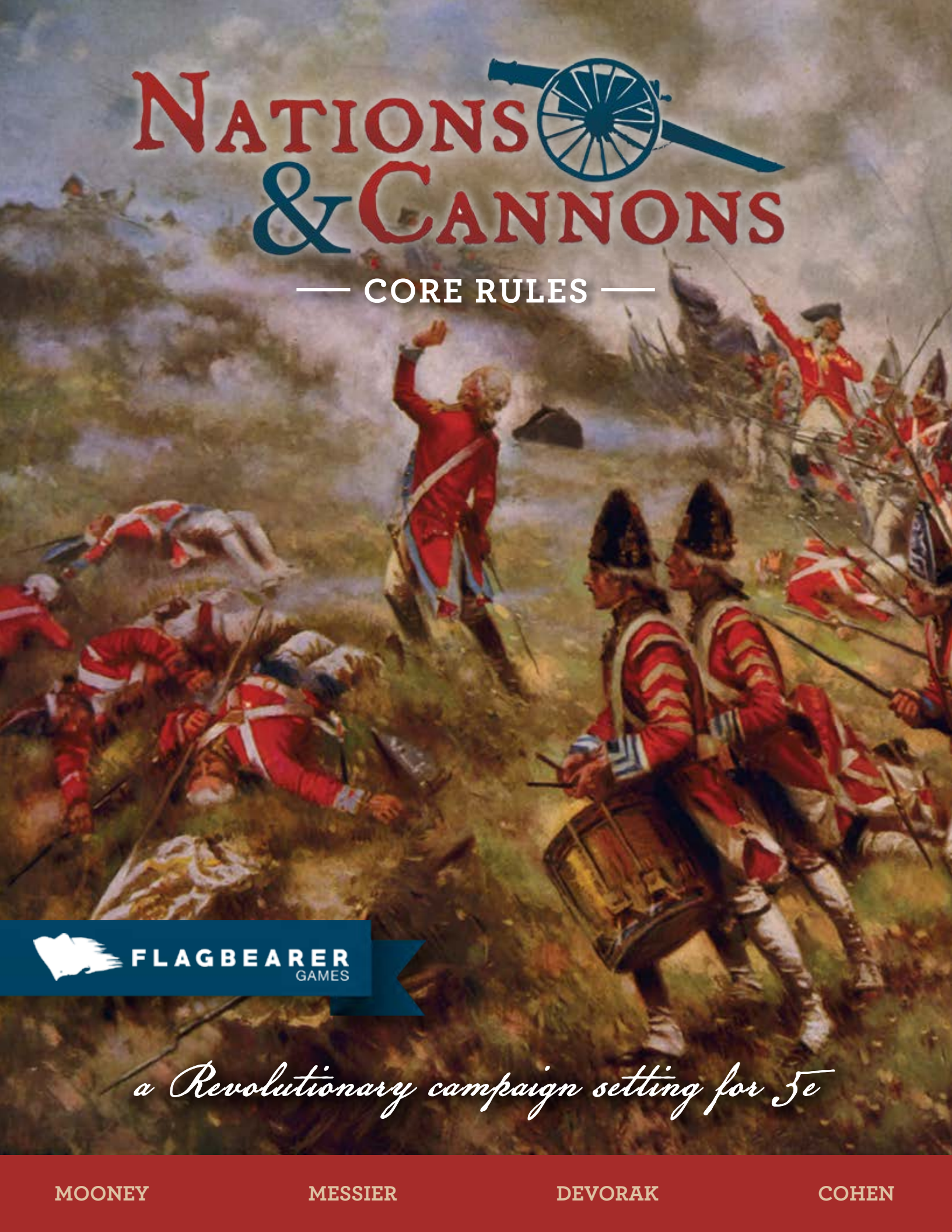

NATIONS & CANNONS
CORE RULES
FLAGBEARER GAMES
a Revolutionary campaign setting for 5e
MOONEY
MESSIER
DEVORAK
COHEN

Nations & Cannons

a Revolutionary campaign setting for 5e

Nations & Cannons™ is a trademark of Flagbearer Games, LLC.

Table of Contents

Chapter 1: Origins 3
- Regions 4
- Officer 6
- Pioneer 8
- Renegade 10
- Scholar 12
- Scout 14
- Veteran 16

Chapter 2: Classes 19
- Firebrand 20
- Barbarian 28
- Fighter 29
- Ranger 31
- Rogue 33

Chapter 3: Character Choices 37
- Backgrounds 38
- Feats 47

Chapter 4: Firearms & Kit 49
- Armor & Wargear 50
- Firearm Properties 52
- Weapon List 54
- Tools & Supplies 55
- Artillery Rules 57

Chapter 5: Gambits 59

Chapter 6: Enemy Roster 71
- Artillery 72
- Beasts 73
- Irregulars 75
- Partisans 78
- Soldiers 82

Adventure: Invasion of Canada 87

Appendices 100

N&C Team:

Design Lead: Pat Luke Mooney
Rules Development: Collyn Messier
Writing and Research: Kate Devorak
Art Direction: Adrienne R. Cohen
Additional Writing and Editing: Lin "Rascal" Taylor
Playtesting and Rules Development: Carmen Melillo
Illustrations: Giancarlo Montalbano
Additional Rules Development: James Roche

Chapter 1: Origins

"If they mean to have a war, let it begin here."
—John Parker

You duck as a musket shot strikes the wall beside you, showering you with a spray of hot leaden shrapnel. The streets echo with the shouts of men, bayonets fixed, charging a fortified position on a distant hill. Somewhere, through heavy fog, the staccato drumbeat of artillery roars to life. The British have landed in New York harbor, and it feels like the whole world has turned upside down.

Nations & Cannons is a historical campaign setting for 5th edition set during the American Revolution. The British occupation has brought with it a new kind of war, tumultuous and deadly, where a pivotal shot or an inspiring speech can turn the tide of the war.

Unconventional Heroes

You are given missions vital to the war effort. These missions require a deft touch—armies are cumbersome things, slow to maneuver and even slower to react. If things go according to plan, you're in and out before anyone notices. Your objective might be to gather intelligence by rescuing a key informant, recovering a cache of supplies hidden in enemy territory, or even taking out an enemy officer with a black mark by their name. While battles rage, you operate from deep cover, often with little to no backup.

When you create your character, think about how you can complement your party's strengths or shore up its weaknesses. Your **Role** represents your training, history, and abilities, shaping the type of comrade-in-arms your character will become. Are you a battle-hardened warrior? An opportunistic intelligencer? An idealist, fighting for liberty and equality? Or something else entirely?

In *Nations & Cannons*, all characters are human. Heritages and Roles replace the normal racial traits characters start with. Your character's **Heritage** represents their cultural upbringing and their first language. Your Role provides different mechanical traits that, along with your ability scores, heritage, class, and background, define your character's origins.

Choosing your Heritage

Across North America there are Patriots and Loyalists young and old, rich and poor, heroes of every creed, color, and nationality that are inspired by the Revolution's call to arms. When creating a character, select a Heritage and language from the Language Groups table.

Heritage and Languages

Heritages are organized into nine language groups as shown in the table below. Different languages within these groups are **partially intelligible**, and speakers can communicate complex ideas with sufficient time and patience. Languages in light gray have a few words and phrases in common with the encompassing dark gray group, but have significant cultural and linguistic differences that make them **poorly understood**.

Language Groups

Heritage	Language	Heritage	Language
Acadien	Cajun	Criollo	Spanish
Haitian	Ayisyen	Ladino (any)*	Varies
French	French	Sephardim	Sefardí
Québécois	French	Irish	Gaelic
Afro-Seminole	Gullah	Scots-Irish	Gaelic
Choctaw	Choctaw	Penn. Deutsch	High German
Creek	Muskogean	Hessian	Low German
Seminole	Muskogean	Prussian	Low German
African (any)*	Varies	Dutch	Dutch
British	English	Polish-Lithuanian	Polish
Colonial	English	Slavic	Russian
Jamaican	Patois	Métis	Métif
Cherokee	Cherokee	Shawnee	Anishinaabe
Iroquois	Iroquoian	Three Fires	Anishinaabe
Wyandot	Iroquoian	Wabenaki	Abenaki

When you choose a Heritage for your character, you can also choose a region your character is from. The world of the 18th century is highly interconnected, and people from all over the globe have traveled to—or been raised in—Colonial America.

Creole Languages

Items marked with (any)* contain several heritages, each with their own distinct languages. Pick a first language, as well as a **creole** that combines grammar or vocabulary with the listed heritage group. A creole is partially intelligible with both parent languages.

Regions

In North America, the peoples inhabiting the geographic regions along the Atlantic coast—from the cold north of Canada to the tropical warmth of the Caribbean—all played a role in the American Revolution.

Canada

The **Québécois** are French speaking settlers of former New France. When the British took control of Canada following the French and Indian War, the Québécois suddenly found themselves living in a British system. The British gave religious freedom to Catholics, expanded the province's territory west, and allowed for French civil law in private matters. During the American Revolution, Congress attempts to sway the Québécois to their cause, though the majority of this population either sides with the British or remains neutral.

The **Wyandot** originally inhabited the lands around Lake Ontario, and formed profitable trade relations with French fur traders. Conflicts with the Iroquois and white settlers eventually push the Wyandot south into Ohio Country, where they join forces with the British to wage war on Patriot settlers in the west.

Since the early years of New France, European fur traders entered into marriages with women of Canada's First Nations. Their children, the **Métis**, are generally raised in their mothers' culture with a strong Catholic and European influence. The Métis form a vital bridge between the Europeans and indigenous tribes, and many find work as trappers or interpreters.

During and after the Revolution, Quebec becomes a refuge for Loyalists, including Black Loyalists who are promised freedom by the British.

New England

Largely founded by **British Puritans**, religious extremists who sought to build a utopia in the New World away from the clutches of the Crown, this region consists of the of the Thirteen Colonies. Though New England's puritanical fervor waned by the late 18th century, its self-sufficiency and resistance to British control remains strong. The Revolution began with protests led by the Sons of Liberty in Boston, and tensions there ultimately led to "the shot heard 'round the world" at the Battles of Lexington and Concord.

The Puritans were not the only religious group to seek refuge here. The **Sephardim** are Jewish immigrants who settled along the coast in the mid-17th century, establishing communities in Rhode Island and elsewhere. Many come from Portugal or Brazil following the expulsion of the Jewish population from the Iberian Peninsula.

The **Wabenaki Confederacy**, formed from five major Algonquin-speaking nations—the Mi'kmaq, Maliseet, Passamoquoddy, Abenaki, and Penobscot—inhabit the Province of Maine into Canada. Former French allies, the Wabenaki Confederacy have a long history of conflict with British colonists in New England. Even so, the Mi'kmaq, Passamoquoddy, and Maliseet are the first nations to enter into an alliance with the newly formed United States, with the nations agreeing to send troops to support the Continental Army.

Ohio Country

West of the Appalachian Mountains lies the highly contested Ohio Country, a vast region stretching as far north as Lake Erie and south to the borders of Virginia. The Ohio Country was originally under French rule, and many Québécois traders, missionaries, and voyageurs settled in the area.

The Ohio Country came under British jurisdiction after the French and Indian War, though the Crown decided to set aside that land as an "Indian Reservation". Settlement over the Appalachian Mountains is forbidden by the Proclamation of 1763, but many white colonists ignore the decree, putting them in conflict with the indigenous peoples of the region.

These include the **Council of Three Fires**, an alliance of three Anishinaabe groups—the Ojibwe, Ottawa, and Potawatomi—as well as the **Shawnee**, a semi-migratory nation that finds itself at odds with both European colonists and the Iroquois Confederacy. The Shawnee largely side with the British during the Revolution in an attempt to push white settlers from their lands, though a minority faction lobby for neutrality.

Mid-Atlantic

The **Dutch** established the New Netherland colony, including New Amsterdam, later New York City, in the early 17th century. The commercial nature of the Dutch colony allowed for the immigration of different ethnic and religious groups in the region. Descendants of the original Dutch settlers remain in the colony, particularly in the Hudson River Valley, and are some of the wealthiest and most influential families in the region.

Germans immigrated to the colonies en masse, primarily settling in Pennsylvania. These **Pennsylvania Deutsch** are especially valuable during the Revolutionary War, as many ethnic Germans are recruited to counter the **Hessian** mercenaries employed by the British Army.

In upstate New York, the Six Nations of the centuries-old **Iroquois Confederacy** attempt to assert their sovereignty while dealing with a changing colonial landscape and influx of white settlers. While the tribes initially strive for neutrality in the war between the colonies and Great Britain, the Confederacy is soon divided, with the Mohawk, Onondaga, Seneca, and Cayuga joining forces with the British while the Oneida and Tuscarora ally with the Patriots.

Tidewater

The middle southern colonies of Virginia, Delaware, Maryland, and North Carolina enjoy a more mild climate than the north, and are better suited for crop cultivation. Tobacco is a major export of the Tidewater region, and wealthy planters develop plantation complexes styled after the estates of British landed gentry. Much of this class is classically educated, and become some of the leaders at the forefront of the Revolution. Many of the lower class came to the colony as indentured servants, though the practice waned as the African slave trade became more popular in the region.

West and Central Africans, predominantly Akan, Bantu, Mandé, and Yoruba peoples, are captured and taken to the British colonies to be sold as workers and servants. Most end up in the Middle and Southern colonies, though slavery is also practiced in the North. This system is part of the Triangle Trade, in which abducted Africans were sent to the Americas, plantation goods were shipped to the northern colonies and Europe, and European goods were brought to Africa.

Scottish and particularly **Scots-Irish** migration to the colonies boomed in the mid-18th century. Many have settled throughout the middle and southern colonies, gravitating towards rural Appalachia where they act as a buffer between the British colonies and the indigenous tribes of the west. Loyalties between the Scottish population vary, with Highlanders largely siding with the British and Lowlanders and Scots-Irish favoring the Patriots.

Deep South

Many of the wealthy members of Southern society are the children of Caribbean plantation owners, who settled in the Carolinas and Georgia to seek more land and financial opportunities. The Southern Colonies were therefore slave societies upon inception, and closely follow the plantation system of the Caribbean.

Enslaved peoples in the Deep South are abducted from the same **African** nations as the populations taken to Tidewater. In many places, enslaved Black laborers greatly outnumber the white population, but the harsh laws of the colony prevent large-scale uprisings. The colonial government enacted laws which prohibit enslaved Africans from travel, assembly, and literacy. Those who attempt escape are viciously punished with beatings, dismemberment, or death.

In South Carolina, the relative isolation from the white population for extended periods results in the creation of **Gullah**, a distinct culture which fuses West African traditions and language with colonial and indigenous influences.

During the Revolutionary War, the British attempt to gain the support of the enslaved population by promising freedom to anyone who escapes and joins the British cause. Lieutenant Colonel John Laurens pushes for a similar Patriot program to bolster enlistment in the Continental Army. Many white colonials are reluctant to arm, and later free, Black men, and the project is constantly undermined.

In the west, the **Cherokee** nation struggles to maintain their autonomy as white colonists increasingly push past the Appalachian Mountains. The Cherokee inhabit towns throughout the frontiers of the Carolinas and Georgia, as well as present-day Tennessee and Alabama. During the Revolution, they find themselves in a tentative alliance with the British against Patriot squatters.

The Caribbean

With their warm climates suited for large-scale cultivation of sugarcane, the Caribbean islands have proven the most profitable settlements for European colonization. Life on plantations here is brutal and short for the enslaved workers, who often contract tropical diseases or are worked to death.

In addition to many British, Spanish, and Dutch holdings, France has a substantial colony on Saint-Domingue (present-day Haiti). While the island's economy relies on slave labor, the colony formed a distinct class called *gens de couleur libres*, or free people of color. Some join provincial **Haitian** regiments and fight alongside **French** regulars during the American Revolution.

The planters sometimes met resistance from escapees called Maroons, who organized several uprisings in the 17th and 18th centuries. The **Jamaican** Maroons established communities in the dense jungle that lived freely for a century.

Gulf Coast

The vast territories of New Spain stretch from the Gulf Coast to the Pacific and into Central and South America, reflecting a centuries-old legacy of exploitation, trade, and conquest. In much of New Spain, marriage between European, Black, and Indigenous peoples is common. Their **Ladino** descendants are subjected to a segregated society, controlled by the **Criollo** children of white Spanish colonists.

The Spanish took control of France's Louisiana colony after the French and Indian War. The port city of New Orleans is home to a large population of former **Acadien** colonists, who were expelled from New France due to their resistance to British occupiers. New Orleans has a large and diverse community, bolstered by its access to the Mississippi and the interior waterways of the continent.

The British control the sparsely populated colonies of East and West Florida, which changed hands several times in early colonial wars. Florida remains a Loyalist haven during the Revolution and does not join the Thirteen Colonies. Though the British have reintroduced slavery to the region, the swamps and bayous remain a haven for freedom seekers and others.

Marriages form between formerly enslaved and free Black people and the **Seminole** people of Florida, and **Afro-Seminoles** establish their own communities near or within main Seminole settlements. The Seminole were themselves an offshoot of the Muskogee Confederacy, a loose tribal group including the **Creek** and **Choctaw** that inhabit the Georgia border. Though nominally neutral, some Muskogee fought alongside the British in order to curb Patriot incursions on their western territories.

Officer

Allan McLane

One of Washington's most trusted operatives, Allan often operates behind enemy lines leading parties of skirmishers. His elite skills of ranging and infiltration will be sorely tested by the war's end.

Daniel Shays

Quick with a blade as well as his wits, Daniel has risen from humble farmer to commissioned officer, though his new rank comes with its share of debts. An outspoken critic of creditors and war profiteers, his sharp tongue has been known to stir unrest.

An army without leadership is nothing more than an unruly mob. Maintaining discipline under fire requires confidence, trust, and decisive action—the hallmarks of a talented Officer. When battle lines are drawn, the rank-and-file put their lives in the hands of their superiors. The wrong orders on the field can spell disaster; Officers are wise to remember that discretion can be the better part of valor.

For a Command

Most commisions are by (and for) those of means. Officers commissioned by the Continental Congress are often from the landed gentry or merchant's sons, and they are expected to look after their company's needs and even recruit soldiers into their regiment. Some outfit their troops at personal expense, even occasionally going into debt as they wait for reimbursement from Congress.

Expected to behave gentlemanly at all times, some novice Officers struggle to maintain decorum when facing the stark realities of war. Non-commissioned sergeants with greater frontline experience also sometimes challenge their authority.

Field Training

At the start of their career, junior Officers hold a subaltern rank of lieutenant, cornet, or ensign, reporting to their company's captain. These positions can serve as flagbearers, carrying a heavy standard in place of a musket on their shoulder. Regimental colors are highly symbolic, but are also used to signal the men and maintain unit cohesion.

Both the Continentals and Redcoats have departments off the battlefield, from provisioners and quartermasters to garrison duty. Content to draw a salary—paid regularly, even during shortages—some careerists covet desk positions. Ambitious junior Officers seek out combat postings, eager to prove their courage on the front lines. The bravest Patriot recruits are assigned to light infantry companies, dragoon legions, or even given command of a marine unit or one of the small Continental Navy cutters.

Climbing the Ranks

Some Patriot leaders were formerly British Officers who have switched allegiance, while others were born in the colonies. In European armies, it's common for wealthy men to purchase their own commissions to gain a higher rank than through merit alone. The Continental Army holds to some of these aristocratic trappings: as Commander-in-Chief, George Washington is referred to as "His Excellency." Still, aspiring commanders like Daniel Morgan and Nathaniel Greene are able to rise from nothing to the rank of General by virtue of their performance on the battlefield.

With any rank comes politicking, however. The leaders of New England units are sometimes chosen by popular vote rather than experience, and some see service in the corps as a path to a political career. A junior Officer must be on guard even off the battlefield, lest their rivals launch inquests and court-martial proceedings at the slightest infraction.

Optional Rule: Heroic Inspiration

In addition to quality role-playing, the GM should consider giving inspiration for acts of bravery or self-sacrifice that put characters at significant risk. Players can use inspiration in the following ways.

- Gain advantage when making an attack roll, saving throw, or ability check.
- Force an opponent to reroll an attack.
- As a bonus action, reload an equipped firearm.

Foreign Officers

Whether drawn by the fight against tyranny, the promise of adventure on a faraway continent, or simple mercenary self interest, nobles and professional soldiers from across Europe volunteered to the Continental Congress.

Though some Patriots remained skeptical of these foreign fighters, many proved themselves with distinction. Washington understood the value of a diverse officer corps and graciously welcomed foreign officers such as Lafayette and von Steuben.

You can play as a foreign officer; most common were **French**, **Prussian**, or **Polish-Lithuanian**, although some native leaders were also commissioned.

Officer Traits

Your character's traits indicate your Officer rank.

Ability Score Increase. One ability score of your choice increases by 2.

Heritage. Choose your heritage. Officers serving in North America are usually British or Colonial.

Speed. Your base walking speed is 30 feet.

Brave. You have advantage on saving throws against being frightened.

Commissioned. You have been granted a commission as a junior officer in your nation's armed forces. Your starting wealth is £40, twice that of other characters. You earn £10 every time you advance in level after 2nd, which you can collect from your army or nation the next time you report in.

Code of Conduct. Your reputation is held to a high standard. While wearing your uniform, you have advantage on Charisma checks made to interact with soldiers, partisans, and government officials that are allied with your nation.

If you are disgraced before a superior officer, such as for disobeying orders, looting, or desertion, you lose this benefit until you can make amends. If you continually engage in conduct unbefitting an officer, your commission may be reduced or even stripped away.

Infantry Tactics. You know how to turn the tide of a battle. As a reaction, you can grant inspiration to one ally within 30 feet. After you use this trait, you can't use it again until you finish a short or long rest.

Skill Versatility. You gain proficiency in two skills of your choice.

Language. You can speak, read, and write your heritage language.

Pioneer

Anna Maria Lane

Accompanying her husband on campaign, first as a camp follower and later a battlefield nurse, Anna Maria developed a knack for combat all on her own. She wears men's garb to conceal her identity on the front, risking an army censure if she were to be found out.

Peter Francisco

Nicknamed "Washington's Hercules," Peter towers over 6 feet tall. He survived an ambush by an entire patrol of British soldiers single-handedly, attacking the enemy commander and commandeering his horse before making his escape.

Sturdy, uncompromising folk from forests and valleys, Pioneers eke out a living on the harsh colonial frontier. Many are immigrants seeking freedom from both their old lives in Europe and unfamiliar colonial cities. Others are formerly enslaved people who escaped the reach of slave patrols, joining welcoming communities and tribes farther from colonial society. Strong and strong-willed, Pioneers are committed to their causes.

Humble Origins

Promises of unclaimed land, free of religious persecution with endless miles of fertile soil, draw many colonists from Europe. However, newly arrived immigrants find largely Protestant communities along the eastern seaboard, intolerant to Anabaptist, Lutheran, and Catholic practices. The voyage across the Atlantic is expensive, and many so-called redemptioners had to sign themselves into indentured servitude to secure their passage.

Seeking opportunities of their own, these waves of Pioneers leave the relative safety of the coast for the inland regions of the Mid-Atlantic and Tidewater. They are joined by hunters, farmers, and the children of many first- and second-generation settlers—who stand to inherit minuscule parcels of land, once the family plot is divided amongst their surviving brothers and sisters.

Others, like the Public Universal Friend, seek not only religious freedom but also freedom from oppressive colonial norms. The P.U.F. formed a religious community in western Pennsylvania preaching abolition, free will, and the message that anyone, regardless of gender, could gain access to God's light. The frontier is a new beginning for peoples escaping slavery, persecution, or societal expectations, where anyone can find a home and reinvent themselves at the remote edges of colonial America.

Stubborn as a Mule

Pioneers are hardy folk who make their own way. Far from the bustling port cities and trade routes, they cannot rely on imported goods and have to make do on their own. Some of these settlers live on their own, preferring the quiet of the woods to the company of others. Many settlers form their own tightly-knit communities along ethnic lines, like Scots-Irish and German villages where English is a second language. As the Revolution progresses, some colonials become distrustful of the Pennsylvania Deutsch who welcome Hessian deserters into their families—furthering linguistic and cultural divide with other communities.

The west is not uninhabited, contrary to promises made by land speculators and colonial governments. Pioneers trying to settle westward quickly learn that the indigenous inhabitants of these regions (as well as those already forced from the coast) aren't keen on giving up more of their land. However, some settlers in Québec and in the Great Lakes region form less contentious relationships with local indigenous peoples through trade and cultural exchanges. The minister Samuel Kirkland, a speaker of many Iroquoian languages, serves as ambassador for both Pioneers and the Oneida and Mohawk tribes, and is instrumental in convincing Oneida to join the Patriots.

The Long Frontier

The Ohio River valley in present-day Kentucky—ceded to colonials by the Six Nations of the Iroquois in 1768—is an inhospitable land to settlers. The Shawnee and Cherokee, who have lived in the area for generations, were not consulted in negotiations and refuse to refuse to recognize the contentious treaty. Led by Daniel Boone, white Pioneers of the area believe they have a valid claim and have begun to blaze a "Wilderness Trail" connecting the west to the Thirteen Colonies.

While the value of the colonial currencies is volatile, land grants are one of the most valuable and sought-after commodities in America. Joint-stock ventures like the Transylvania Company try to combine their holdings into new colonial entities, while small groups of militia from Pennsylvania and Connecticut come to blows over disputed territory in the "Yankee–Pennamite Wars."

Decisions over the land are often made in distant cities by speculators or royal officials, who care more about titles and deeds than the people who live in the west. Less concerned with borders on a map, Pioneers mark their claims with tomahawks and their initials—but can be forced from their land at the whims of bureaucrats. Many join the Revolution on the promise of land bounties or legal ownership of their homes.

Pioneer Traits

Your character's traits represent a Pioneering spirit.

Ability Score Increase. Your Strength score increases by 2, and your Dexterity score increases by 1.

Heritage. Choose your heritage. Among the many people who cross the Appalachians are Colonial, Pennsylvania Deutsch, and Irish and Scots-Irish settlers. Acadien, Criollo, and Ladino frontiersmen settle Louisiana and New Spain in the south and west.

Speed. Your base walking speed is 30 feet.

Toughness. Your hit point maximum increases by 1, and it increases by 1 every time you gain a level.

Drover's Resilience. You have advantage on saving throws against disease and poison, and you have resistance against poison damage.

While traveling overland, you can travel a number of additional hours equal to your Strength modifier (minimum 1) before you must make forced-march saves against exhaustion.

Burst of Strength. By tapping into a reservoir of raw strength you can perform incredible feats, such as lifting an enemy cannon or righting an overturned wagon. As an action, you can make a Strength check to try to lift an object of any weight. The DC is determined by the object's size; Medium DC 10, Large DC 15, Huge DC 20.

You are heavily encumbered while carrying the object, and can maintain your grip for a number of rounds equal to your Strength modifier. After you use this trait, you can't use it again until you finish a long rest.

Ingenuity. You are considered to be proficient in all artisan's tools for the purpose of crafting. For every day of downtime you spend Crafting, you craft (or make progress on) twice the normal number of items.

Languages. You can speak, read, and write your heritage language, as well as English.

Renegade

Johann "William" Jasper

The son of German immigrants, Wilhelm came from nothing and distinguished himself with his daring and bravery at the Battle of Sullivan's Island risking his life to raise the Carolinian standard and rally the men.

Seymour Burr

Once in bondage to the prominent Burr family, Seymour gave his enslavers the slip and threatened to join the British forces unless he was emancipated. Now he fights for his freedom in the Continental Army.

Every society has its outlaws. Some fight for coin, some for revenge, and others for noble causes and to right historic injustices. But above all, a Renegade's loyalty is to themself. At home in alehouses and gambling dens, these shabbaroons always have an escape route and know just where to go to ground. Whether charming and manipulative, or brutal and opportunistic, Renegades thrive in the gray areas of the war.

Life at the Fringe

With war comes shortages, as both armies bribe, requisition, and even outright seize everything from gunpowder stores to herds of cattle. Groups of vagabonds, deserters, or runaways can turn to banditry for coin or even basic necessities, forming gangs to rob plantations and merchant shipments.

The best equipped highwayman plunder from horseback, based in sparsely populated frontiers outside the reach of local militias like the Georgia backcountry or the independent "Republic of Vermont." Other raiders operate with impunity in the contested areas between British and Continental territory, preying on enemy soldiers and partisans along the lawless Neutral Ground north of Manhattan and much of war-ravaged New Jersey.

Some of these units are led by militia or even army personnel that adhere to the Laws of War, such as Francis Marion, the "Swamp Fox" of the Carolinas. But when supplies dwindle, both sides can turn a blind eye to ne'er-do-wells who indiscriminately attack civilians and military targets alike.

For Love or Money

Renegades occasionally serve as enlisted irregulars or soldiers-for-hire. The Continental Congress and many state governments have issued Letters of Marque by the hundreds, commissioning privateers to attack British shipping. Serving on an armed vessel is dangerous, if highly profitable—privateers can keep any prize they capture—and people from all heritages sign on to privateer crews to seek their fortunes at sea.

Switching sides can also be a path to a better life. Patriot promises of land and citizenship are made to entice Hessian soldiers, many of whom are poor conscripts, to defect to the Continental Army. Following Dunmore's Proclamation in 1775—which promised freedom to any enslaved person to escape and join the British cause—many Black men take up arms against their former enslavers. The uniform of Dunmore's so-called Ethiopian Regiment is emblazoned with the phrase "Liberty to Slaves."

Turning the Tables

Whether freedom fighters, undercover agents, or backchannel diplomats, Renegades also work to foster rebellion and change empires from within. Often dismissed or ignored in high society, colonial women and other disenfranchised peoples can act as the eyes and ears of the Revolution.

Troubled Past

Whether on the run or hiding in plain sight, some renegades have a sordid history that is always one step behind them. When making a renegade character, you can discuss your past with your GM and create a rival who you have crossed before. This figure could be a money-lender, an unscrupulous officer, an outlaw fighting for the enemy, or even a mark that you fleeced for a tidy sum of sterling. If your rival interferes when you are on a mission, it could cause a serious complication, but settling the score might bring its own rewards.

Patience Wright, an American-born sculptor who gained popularity in George III's court, secretly provides information on British military preparations to her contacts in France. Her intelligence is cleverly concealed in wax figurines shipped to her family in Philadelphia.

Some Maroon communities take an active role in fighting back against their oppressors. From the swamps of the Louisiana territory, Jean Saint Malo wages a guerrilla campaign against Spanish forces along the Mississippi. Sneaking into New Orleans, his rebels smuggle weapons from covert supporters to use in revolts against the planter class.

Renegade Traits

Your character's traits represent a Renegade lifestyle.

Ability Score Increase. Your Dexterity score increases by 2, and your Wisdom score increases by 1.

Heritage. Choose your heritage. You are a born renegade, whether from the streets of New York City or the far-flung edges of the British Empire.

Speed. Your base walking speed is 35 feet, faster than an average soldier.

Darkvision. Accustomed to night fighting, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Elusive. When you would be reduced to 0 hit points, you can instead cause that attack or effect to deal no damage. Perhaps the shot was deflected by a conveniently wadded pocket, or you ducked under the swing trying to catch a fallen trinket. After you use this trait, you can't use it again until you finish a long rest.

Fast Talker. You have proficiency in the Deception skill.

Tricks of the Trade. You can cast *fog of war* and *non sequitur* with this trait, using Wisdom as your casting ability. Once you cast either gambit, you can't cast it again with this trait until you finish a long rest.

Renegade Training. You have proficiency with all simple and martial carbines.

Languages. You can speak read, and write your heritage language, as well as one language of your choice.

Scholar

David Bushnell

A Yale man, David comes from wealth and privilege but puts it all on the line for the cause. Serving in the Corps of Engineers, he has designed an experimental "submarine" vessel to sabotage the Royal Navy.

Pierre Gibault

A rogue Jesuit priest exiled from Quebec territory, the drumbeat of revolution burns in Pierre's heart. He helps George Rogers Clark's expedition, distracting the British and sounding a call to arms with a fiery invective.

Though they are more at home in a lecture hall rather than the battlefield, the Scholar's quick thinking and wide array of knowledge can figure a creative solution for the most difficult problems. Many adventurous academics, scientists, and engineers are eager to put their studies into practice, and some even come from abroad to offer their unique services to the Revolution.

Age of Enlightenment

In the 17th and 18th centuries, a new intellectual movement blossomed in Europe, which focused on rational thought, empiricism, and the pursuit of happiness as the basis for society, government, and law. A renewed interest in the sciences creates opportunities for Scholars, who are presented with new and exciting fields of study.

Explorers and naturalists set out on voyages of discovery, mapping the seas and studying the flora and fauna of far off islands. The fields of botany and zoology become increasingly professional, as opposed to a hobby for the rich. Chemists identify new elements, while others seek to understand the mysteries of electricity and magnetism. Philosophers concern themselves with human nature as doctors examine the body. Deists search for proof of God in nature and reason, and astronomers look to the sky.

The Bounds of Reason

The first North American colleges were established in New Spain in the 16th century, and since then, more have formed in the east, including Harvard, Yale, and King's College. Higher education is often limited to the wealthy, however. Some Scholars are self taught, but an academic life is a privilege. On the Southern estates, tutors are hired to mold the children of planters in the style of British aristocracy. These students learn history, mathematics, and manners to prepare for university.

Still, these American Scholars often clash with European academics. They must advance through the rigid academies of science to secure employment, and salons often exclude artists that they deem too radical. Jesuit priests expelled from New France struggle to establish schools and missions in the American frontier.

Dare to Know

A true Scholars is not deterred by social barriers. They can readily find knowledge in local coffeehouses (where the public gathers to discuss and debate the latest philosophical ideas and political thought), in libraries, and through experience. Chemist Marie-Anne Lavoisier works alongside her husband as they research the potential of gunpowder.

In South Carolina, Martha Daniell Logan turns her love of nature into a career in botany, documenting local flora and contributing to a British and North American seed exchange. Largely self taught, the land surveyor and astronomer, Benjamin Banneker, authors a successful series of almanacs in spite of racial discrimination he faces from the publishers.

Call to Revolution

Scholars look to the uncertain future with fascination and excitement. The promise of a new nation presents America as a great experiment in putting Enlightenment ideas about democracy and government into practice. The writings of John Locke, Daniel Rousseau, Montesquieu, and others lay the foundation of the proposed United States.

The printing press allows for the distribution of almanacs and pamphlets, and ideas spread rapidly. Thomas Paine's *Common Sense* can reach the masses, as can the propaganda issued by Sam Adams and Paul Revere in favor of rebellion. As the notion of personal liberty spreads, so does that of freedom from tyranny, and people from across the colonies wonder, "What will the future hold?"

Scholar Traits

Your character's traits represent your Scholarly aims.

Ability Score Increase. Your Charisma score and your Intelligence score increase by 2.

Heritage. Choose your heritage. Enlightenment knows no nation, and while many intellectuals hail from abroad, Scholars of all backgrounds have begun to study at American universities.

Speed. Your base walking speed is 30 feet.

Rational Skepticism. You have advantage on saving throws against being charmed.

Careful Study. You are well learned and know how to apply your education to the task at hand. As a bonus action, you can add double your proficiency bonus (instead of your normal bonus) to an ability check using a skill or tool you are proficient in. If you use the Help action, you can grant this benefit to the creature you aid in addition to advantage on the ability check. After you use this trait, you can't use it again until you finish a short or long rest.

Best Laid Plans. If you are not surprised when you roll initiative, you can immediately take the Ready action and write down the details in secret. You must write the circumstance that will trigger the plan, as well as the action you will take in response. This action can be used only to take the Cast a Gambit (with a target of self only), Help, Search, or Use an Object.

When the conditions of your plan are met, you can take your reaction to act. If you do so, you must reveal what you wrote down at the start of the encounter. If you readied a gambit using this trait, the gambit isn't cast until you take your triggered reaction. After revealing a plan, you cannot use this trait again until you finish a long rest.

Tool Curiosity. You have proficiency with any tool of your choice. After 7 days of practice and research, you can choose a different tool to be proficient in.

Cantrip. You know one cantrip of your choice from the firebrand gambit list. Your casting ability for this cantrip is Charisma.

Language. You can speak, read, and write your heritage language, as well as any two languages of your choice.

Scout

Nonhelema

Known to her enemies as "The Grenadier," the Shawnee chieftess Nonhelema has seen her share of war. After a lifetime spent resisting British occupation, she has taken up the hatchet once more, hoping the Americans will respect her tribe's lands on the frontier.

Tegahsweangalolis

"Saw Mill," also known as Paul Powless, is a young warrior of the Oneida tribe. He ardently believes in the Patriot cause—even as many of the Iroquois nations are drawn over to the British side—and has pledged to fight for the cause of freedom.

For generations, indigenous Americans have explored and settled the diverse regions of North America. Unprepared for the vast forests and cold winters of the New World, many European hunters had to adopt native teachings to survive. Scouts are sentries, trackers, and pathfinders who use knowledge from indigenous traditions to live off the land and guide the unprepared through the wilderness.

Among the Trees

At home in the wilds, Scouts are excellent trappers and explorateurs. With the coming of European settlers, many of them—particularly the Wabenaki, Iroquois, and tribes of the Three Fires—found a lucrative exchange in the colonial fur trade. Access to firearms transformed these confederations, whose influence expanded greatly by migration and conquest during the "Beaver Wars" of the 17th century.

Their tactics favor ambushes and the element of surprise. Concealing themselves in the brush, advance Scouts penetrate deep into enemy territory and quietly shadow their movements. There they wait until the opportune moment, using bird calls and complex signals to relay their observations to nearby warbands. When the time is right, the entire force strikes quickly and decisively: razing homes, rounding up livestock, and melding back into the forest before the enemy can muster a defense.

Swift and True

Scouts cultivate a keen sense of their environment, ever alert to the threat of enemy counterattacks. By reading the contours of the land, they can sense likely ambush spots and the places where trails converge. The Great Trail—a network of extensive footpaths spanning from Tidewater to the Ohio Country—allows indigenous warriors, hunters, and representatives from different nations to travel quickly through the woodlands.

In peacetime, the paths and waterways connecting the interior facilitated commerce and exchange between these societies and colonial powers. Outposts and entrepôts dot the Ohio, Saint Lawrence, and Mississippi rivers, where both groups live side-by-side, and alliances are made and broken. Here in the middle is where most colonial Scouts learn their trade. Among them are voyageurs, "Indian Agents," and the occasional outlander adopted into a native tribe. Children born of colonial and indigenous parents often grow up with a foot in both worlds, and sometimes their descendants form entirely new societies, like the Métis of New France.

The Path to War

These worlds would collide in the great European wars of North America, culminating in the French & Indian War (a theater of the Seven Years War) for control of the continent. Unable to field enough provincial troops, colonial powers frequently engage indigenous and mixed-heritage irregulars to supplement their regiments.

Scouts attached to these forces can give a decisive advantage in frontier warfare, and integrated units such as Pierre de Rigaud's militia, Brant's Volunteers, and particularly Roger's Rangers have directly led to the colonial ranger tradition.

Relations between Patriot settlers and native peoples are often fraught, compounded by mutual distrust and a legacy of dishonest treaties written by the governments of the Thirteen Colonies. The nations of many indigenous Scouts have pledged to the British cause, as Parliament has promised to respect their sovereignty at war's end. Others, tired of being pawns in the affairs of European powers, have joined the Revolution to try to secure a future and representation with the newly formed Continental Congress.

Scout Traits

Your character's traits represent a Scout's travels.

Ability Score Increase. Your Wisdom score increases by 2, and two other ability scores of your choice increase by 1.

Heritage. Choose your heritage. Scouts on both sides of the war come from the Cherokee, Choctaw, Creek, Iroquois, Shawnee, Three Fires, Wyandot, and Wabenaki peoples. Sometimes British, Colonial, or Québécois traders are accepted into Métis or other mixed communities.

Speed. Your base walking speed is 30 feet.

Darkvision. Thanks to your time in the wild, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Reconnaissance. Your vision is not hindered in areas lightly obscured by foliage, heavy rain, falling snow, mist, and other natural phenomena.

Swiftness. You can give yourself a bonus to your initiative rolls equal to your Wisdom modifier. If you are surprised, you can take the Dodge action and make reactions on your first turn of the combat.

Trail-Breaker. You can cast *alarm* and *find traps* with this trait, using Wisdom as your casting ability for them. Once you cast either gambit, you can't cast it again with this trait until you finish a short or long rest. When you use this version of *find traps*, you can gain advantage on any Intelligence (Investigation) or Wisdom (Perception) checks to locate any traps you detect.

Traditional Weapons. You increase the damage you deal with bolas, shortbows, longbows, and simple melee weapons by one die step; improving a longbow's damage to 1d10 from 1d8, and a gunstock club's damage to 2d6 from 2d4, for example.

When you score a critical hit with one of these weapons, you can roll one additional damage die and add it to the extra damage of the critical hit.

Hit and Fade. You have proficiency in the Stealth skill.

Language. You can speak, read, and write your heritage language, as well as English.

Veteran

Barzillai Lew

A survivor of the Seven Years War, Barzillai fought at Bunker Hill and the Canadian campaign. Talented with the fife and fiddle, he was often called upon to keep up the spirits of his division on marches.

Sally St. Clair

Sally's exploits sound like tall tales—and she prefers to keep it that way. Raised in French Louisiana, she began an affair with Sergeant Jasper by the Siege of Charleston. With an officer's pass, her flamboyant presence is talented on the battlefield.

Soldiers, mercenaries, and survivors of wars past, Veterans are experienced troops who have seen their share of action. Anything but subtle, these brave men and women are quick to charge into the fray, unafraid of the enemy onslaught. They have one profession, and they know it well.

Of Sterner Stuff

Soldiers who have seen action bear the scars of wars past, whether on their face, body, or their very soul. Others who recognize these marks may find them uncomfortable, unsure how to react—but to Veterans these scars are badges of honor, memories of a lost friend, or reminder of the cause they fight for. An artillery barrage might cause horses to bolt and militiamen to scatter, but a Veteran holds firm, calm, collected, and ready to take action. After countless hours of drills and practice, reloading a musket or stringing a bow has become second nature even as hot lead whistles past.

Lined troops and volley fire makes for a more impersonal form of warfare than the bloody melees of bygone eras. A sense of duty often drives a Veteran to fight for king and country, but so too does a sense of kinship with your fellow soldiers, even the enemy. There is a certain reluctance as an officer orders a bayonet charge on a fleeing force, but then again, orders are orders. Most veterans take no joy in senseless killing and spurn those that join a militia or army to satisfy bloodlust or vendettas.

Years of Service

Since the first colonists landed on American shores, militias have been the principle form of defense for towns and cities. Depending on the amount of external threats a colony faced, militia service was either voluntary or compulsory for men 16 to 60 years in age. While originally formed to deal with external threats, militias often found themselves tasked with enforcing the law at the order of politicians instead of military leaders.

Fighting through a war forms intimate bonds between comrades that can be closer than family. Conflicts in North America in the early 18th century sometimes took soldiers far from home. It was on campaign that these soldiers were exposed to new and different cultures and languages, and learned to rely on their allies if they hoped to survive.

Veterans can be found in all walks of life. Some old colonial soldiers retired to major population centers in New England and the Mid-Atlantic—Boston, Newport, Philadelphia, and New York City. A few can be found in the sparsely populated Deep South, intrepid venturers who journeyed far from home to wage war. Virginian militiamen have fought in significant numbers in nearly every North American conflict, and are eager to fight under George Washington again.

The Old Guard

The distinctive match cord burns between a Veteran's fingers are a surer sign of age than the wrinkles on their face. These so-called old hands are pulled into the war, perhaps to fight for a more peaceful world for their children or grandchildren or perhaps because they know their experience and gumption could save the lives of young soldiers who have yet to live a full life.

These soldiers know that it's not what you fight for, but who you fight under that can sway the balance. The difference between a good experienced sergeant and a greenhorn private is immeasurable. Young upstarts full of notions about the "glory of war" are apt to get their men killed—but seasoned officers who respect and care for their soldiers inspire loyalty, and maybe even the courage to stay in the fight and reenlist.

Formal military training is still severely lacking in the Continental Army, with many regiments organized by men who have never been on the receiving end of a musket. Veterans have a discipline and lived experience of that make them invaluable to the cause, though the nature of revolution means many Veterans will find themselves facing former comrades-in-arms on the battlefield.

Veteran Traits

Your character's traits represent your Veteran gumption.

Ability Score Increase. Your Constitution score increases by 1, and your Dexterity score increases by 1.

Heritage. Choose your heritage. North American Veterans are most commonly British or Colonial, but many Hessian and some African soldiers serve as well.

Speed. Your base walking speed is 30 feet.

Tour of Duty. As a seasoned soldier, you have served with distinction in numerous engagements. Choose a conflict from the table below, or create your own:

Conflict	Combatants
War of Jenkins' Ear	*British*, *Colonials*, *Criollos*, or *Ladinos*
Jacobite Rising	*British*, *Hessians*, or *Scots-Irish*
Mackandal Revolt	*Colonials*, *French*, or *Haitians*
French & Indian War	*British*, *French*, *Iroquois*, or *Québécois*
Pontiac's Rebellion	*British*, *Shawnee*, *Three Fires*, or *Wyandot*
Cherokee War	*Cherokee*, *Choctaw*, *Colonials*, or *Shawnee*

Whenever you make an Intelligence (History) check related to this conflict, you are considered proficient in the History skill and add double your proficiency bonus to the check, instead of your normal proficiency bonus.

In addition, choose one heritage involved in the conflict. You have battlefield experience facing this heritage group and consider them your Favored Enemy (as the ranger class feature). You learn their language if you do not already know it.

Veteran Training. You have proficiency with all simple and martial muskets.

Campaigner. You have proficiency with the munitions kits. At the site of a major battle—recent or historic—you can spend 1 hour scavenging enough discarded shot to make up to 10 cartridge rounds.

Feat. You gain one feat of your choice.

Language. You can speak, read, and write your heritage language, as well as a language from Tour of Duty.

Chapter 2: Classes

"We must all hang together now, or assuredly we shall hang separately."
—Benjamin Franklin

In Colonial America, mages and divine prophets are the things of legend and fantasy. Players in *Nations & Cannons* play as heroic characters that are capable of extraordinary, though mundane, feats of ingenuity and bravery. Spells in this system are replaced by **Gambits**, stunts of guile, misdirection, and trickery that mimic spell effects (described in more detail in chapter 5). The classes listed below are the most appropriate classes for this setting.

Revolutionary Classes

Due to the lethality of firearms, it is advised play begin at **2nd level**. Choose a class (or classes) from among the following options:

Firebrand. Courageous and duplicitous, firebrands inspire both courage and dread as agents, manipulators, rabble-rousers, and leaders of men.

Barbarian. Fearless soldiers, barbarians represent assault troops and the bravest of warriors.

Fighter. Comfortable with all manner of weapons, fighters might be standard infantry, mercenaries, or grizzled old warhorses.

Ranger. Among the ranks of sappers, sentries, and skirmishers, rangers have a long history in colonial warfare, outmaneuvering and ambushing their enemies.

Subclass Options

The subclasses in this book aren't the only subclasses that can be used in the *Nations & Cannons* setting. Work with your GM to come up with ways to explain the more magical abilities of the subclass you want to play. Below is a list of recommended subclasses:

- Barbarian: Berserker or Totem Warrior
- Fighter: Champion or Battlemaster
- Ranger: Hunter or Beast Master
- Rouge: Thief or Assassin

Rogue. Shrewd and crafty, rogues are as likely as not to be highway robbers, enterprising sailors, or hired guns.

Protégé

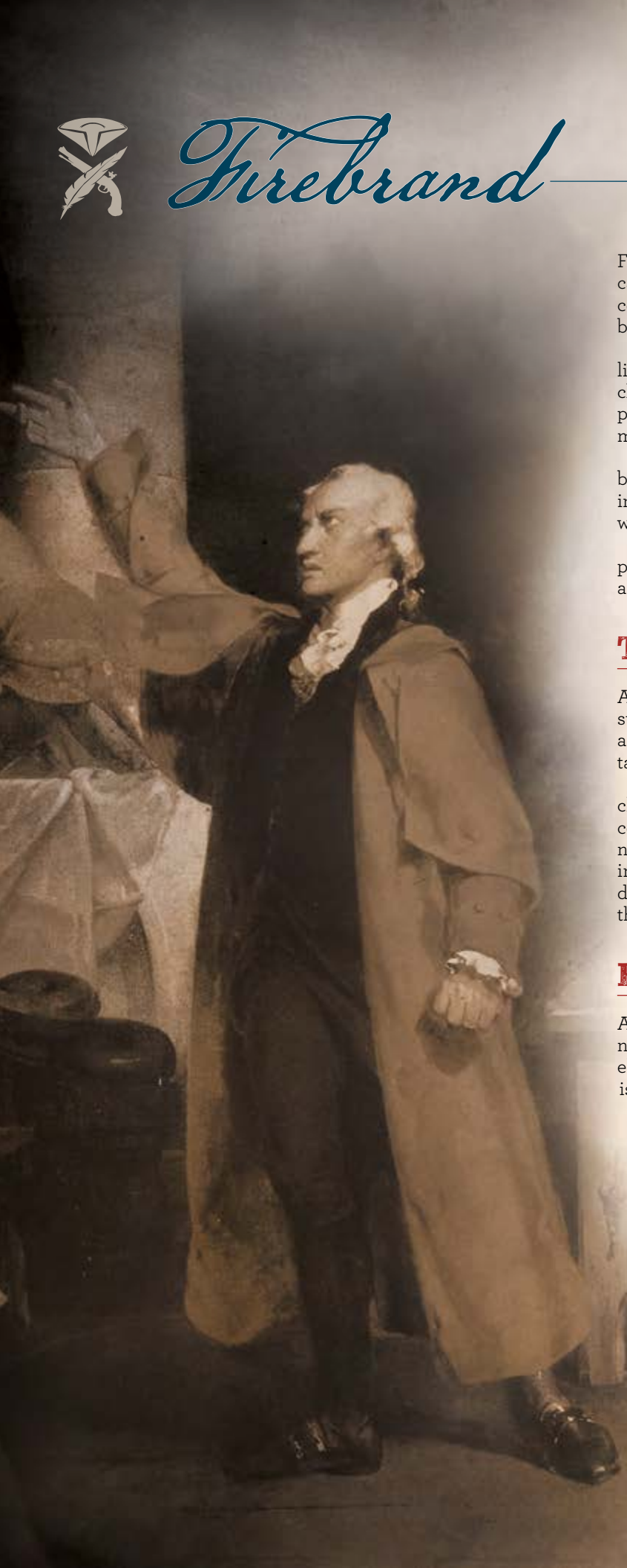
After you reach 10th level, your character can overcome all but the most challenging missions. The next time you would gain a level, you can retire your character to accept a promotion, a political office, or an offer to teach the next generation.

Your character has left the party, but not the story! Make a new character as their **Protégé**, who starts play at 5th level with the maximum possible hit points and £100 (£150 for Officers).

New Subclasses

Class	Subclass	Description	Primary Ability
Firebrand	Chaplain	An eloquent speaker who supports their allies with words as powerful as their convictions.	Charisma
Firebrand	Demagogue	A malcontent who manipulates the emotions of their audience to achieve their dubious ends.	Charisma & Strength
Barbarian	Grenadier	A powerful front-line warrior whose strength is matched only by their recklessness.	Strength
Fighter	Turncoat	A soldier of fortune who lives by their wits, employing weapons of stealth and sabotage.	Strength & Charisma
Ranger	Trailblazer	A canny master of the environment who can turn the wilderness to their advantage.	Wisdom
Rogue	Marksman	A crack shot who can outflank enemies using guile, cunning, and deadly precision.	Dexterity & Wisdom

Firebrand



Feeling revolution on the horizon, Mercy Otis Warren calls out for an end to the tyranny of the crown. The colonists hear her words and feel the promise of freedom behind every line.

Thomas Paine reads his words aloud to a crowd of listeners, every face before him rapt with attention. He champions the rights of man, his impassioned speech and powerful language capturing the audience's hearts and minds in dreams of the future.

Phillis Wheatley sits at her desk, a blank sheet of paper before her. Her poetry flows as easily from her thoughts as ink from her pen. Her convictions shine through in every word, buoyed by her eloquence.

Firebrands are orators and writers, diplomats and preachers, poets and liars. Through their words, they rally and inspire their allies, or berate and shame their enemies.

The Spirit of Revolution

A war is fought on many fronts, not merely through strength of arms. The firebrand understands the power and importance of the people's approval, and uses their talent for persuasion and argument to their advantage.

Firebrands are versatile people, with quick wits and clever reasoning that give them an advantage both in conversation and, if necessary, on the battlefield. While not natural soldiers, firebrands are far from helpless in a fight. They employ particular gambits which can debilitate their enemies and inspire their allies, turning the tide of an engagement in their favor.

Heard 'Round the World

A wealthy background and expensive education is not necessary for a firebrand's skills to flourish. What elevates a firebrand's words beyond simple language is not just the beauty and eloquence of their speech and writing, but the zeal with which they deliver it. A firebrand's speech bears the weight of confidence and belief—even if the firebrand themself knows that what they are saying is exaggerated or false.

The power in those words comes from a cause the firebrand believes in wholeheartedly, be it for noble or self-serving intentions. Many Firebrands on either side of the revolution have been drawn into open conflict by the passion that they feel for their beliefs. Tumultuous times are a rich vein for both inspiration and growing convictions, and many firebrands have made a name for themselves championing their cause.

The Firebrand

Level	Proficiency Bonus	Resolve Points	Features	Cantrips Known	—Gambit slots per Gambit Level— 1st	2nd	3rd	4th	5th
1st	+2	—	Bear Witness, Speech-Casting, Vocation	3	2	—	—	—	—
2nd	+2	2	Ounce of Wit, Vocation feature	3	2	—	—	—	—
3rd	+2	3	Fighting Style, Rhetorical Flourish	3	3	—	—	—	—
4th	+2	4	Ability Score Improvement	4	3	—	—	—	—
5th	+3	5	Fighting Words, Pamphleteer	4	4	2	—	—	—
6th	+3	6	Penny Saved, Vocation feature	4	4	2	—	—	—
7th	+3	7	—	4	4	3	—	—	—
8th	+3	8	Ability Score Improvement, Decisive Strike	4	4	3	—	—	—
9th	+4	9	—	4	4	3	2	—	—
10th	+4	10	Revolutionary Covenant, Vocation feature	5	4	3	2	—	—
11th	+4	11	Indivisible	5	4	3	3	—	—
12th	+4	12	Ability Score Improvement	5	4	3	3	—	—
13th	+5	13	Mystifying Argument (6th level)	5	4	3	3	1	—
14th	+5	14	Decisive Strike	5	4	3	3	1	—
15th	+5	15	Vocation feature	5	4	3	3	2	—
16th	+5	16	Ability Score Improvement	5	4	3	3	2	—
17th	+6	17	Mystifying Argument (7th level)	5	4	3	3	3	1
18th	+6	18	—	5	4	3	3	3	1
19th	+6	19	Ability Score Improvement	5	4	3	3	3	2
20th	+6	20	Fire of Liberty	5	4	3	3	3	2

Creating a Firebrand

Words are the firebrand's first and last resort. Consider how your character came to be enamored with language. Do they love it for its ability to persuade, to deceive, to reveal the truth? Were they taught, or are their talents innate? Your character might have heard a speech when they were young that swayed them to a cause that they still carry, or discovered poetry that captured their imagination as an adult. Consider their background—what can persuasive speech do for them?

What led your firebrand to their vocation? Was it chosen for them by their traditional parents? Did they pursue it on their own? Was it a happy accident that they found something so well suited to their talents? Do they believe everything they say, or are they willing to bend the truth or lie outright to achieve their ends? How does your firebrand view the importance of their work?

Quick Build

You can make a firebrand quickly by following these suggestions. First, Charisma should be your highest ability score, followed by Dexterity or Strength. Second, choose the Son of Liberty background.

Class Features

As a firebrand, you gain the following class features.

Hit Points

Hit Dice: 1d8 per firebrand level
Hit Points at 1st level: 8 + your Constitution modifier
Hit Points at Higher Levels: 1d8 (or 5) + your Constitution modifier per firebrand level after 1st

Proficiencies

Armor: Light armor
Weapons: Simple weapons, longswords, and pistols
Languages: Two languages of your choice
Saving Throws: Charisma, Wisdom
Skills: Choose three from Deception, History, Insight, Intimidation, Investigation, Medicine, Performance, Persuasion, Religion, Sleight of Hand

Equipment

You start with the items granted by your background and your choice of starting equipment. See Chapter 4 for equipment rules.

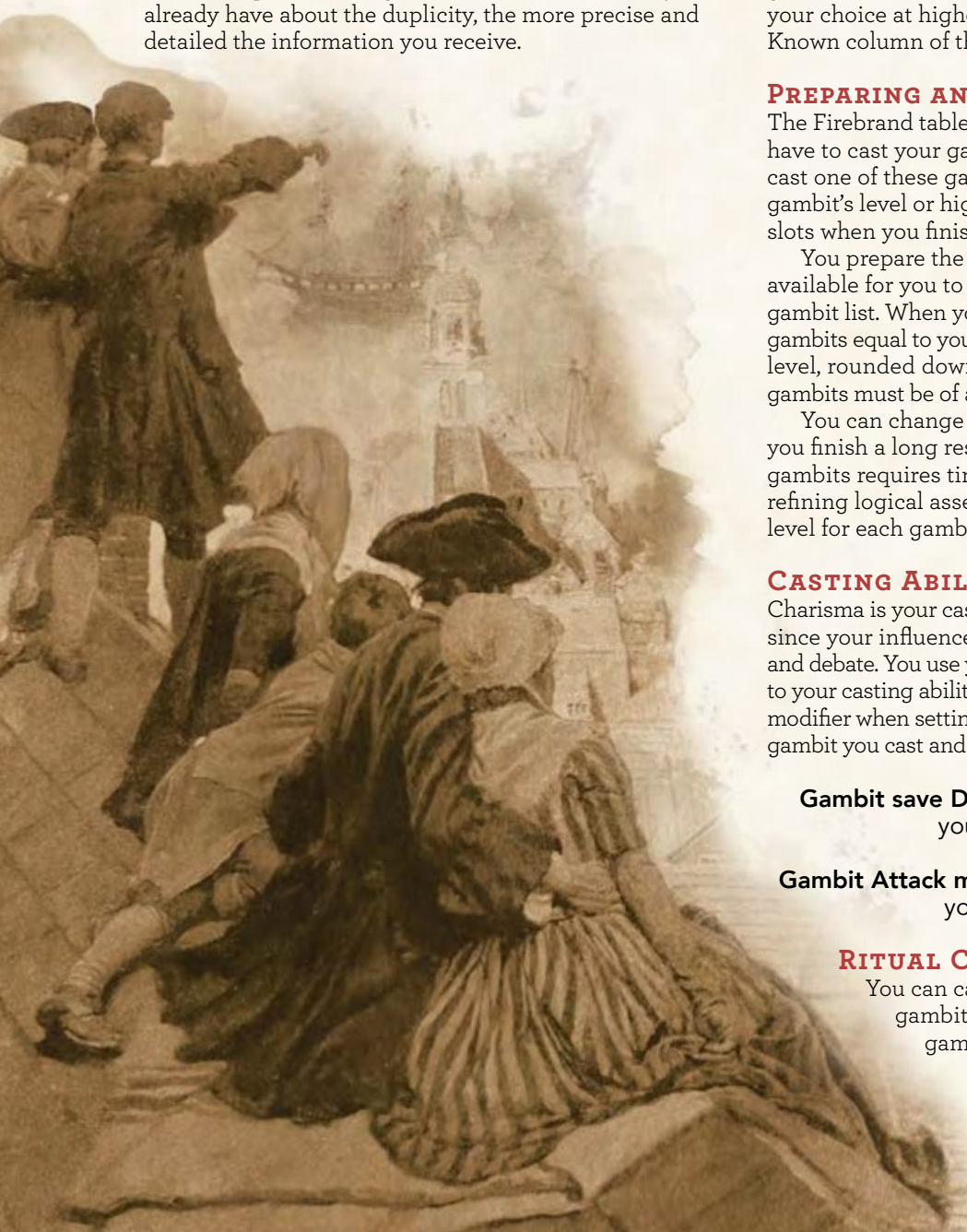
Bear Witness

Your logical reasoning allows you to find the truth hidden in a deceit. You have advantage on Intelligence (Investigation) checks to see through illusions. In addition, when you succeed on an ability check to catch a creature or community in a lie, see through an illusion, or find proof of a deception, you can uncover a hidden truth.

Select a question to ask the GM from the following list to learn more about this duplicity:

- Who is orchestrating the deceit?
- What is being hidden?
- When did the deception begin?
- Where can you find evidence of the truth?
- Why was it hidden from you?
- How many accomplices are involved?

Your GM answers this question truthfully, providing information that you may have gleaned from context clues or slips of the tongue. The more information you already have about the duplicity, the more precise and detailed the information you receive.



Mundane Magic

While there weren't any wizards in the Revolutionary War—at least, that we know of—**gambits** take the place of spells in *Nations & Cannons* for the Ranger and Firebrand classes. Mechanically, gambits function just like spells do, but they're meant to invoke extraordinary acts of heroism using inspiring words, clever ploys, or guile and trickery.

Speech-Casting

As an orator and rhetorician, you can deploy gambits against your enemies. Gambits represent extraordinary effects that can manipulate the weak-willed, aid your allies, and trick your foes into serving your designs.

Cantrips

You know two cantrips of your choice from the firebrand gambit list. You learn additional firebrand cantrips of your choice at higher levels, as shown in the Cantrips Known column of the Firebrand table.

Preparing and Casting Gambits

The Firebrand table shows how many gambit slots you have to cast your gambits of 1st level and higher. To cast one of these gambits, you must expend a slot of the gambit's level or higher. You regain all expended gambit slots when you finish a long rest.

You prepare the list of firebrand gambits that are available for you to cast by choosing from the firebrand gambit list. When you do so, choose a number of firebrand gambits equal to your Charisma modifier + ½ your firebrand level, rounded down (minimum of one gambit). The gambits must be of a level for which you have gambit slots.

You can change your list of prepared gambits when you finish a long rest. Preparing a new list of firebrand gambits requires time spent practicing your delivery and refining logical assertions: at least 1 minute per gambit level for each gambit on your list.

Casting Ability

Charisma is your casting ability for your firebrand gambits, since your influence comes from rational argumentation and debate. You use your Charisma whenever a gambit refers to your casting ability. In addition, you use your Charisma modifier when setting the saving throw DC for a firebrand gambit you cast and when making an attack roll with one.

Gambit save DC = 8 + your proficiency bonus + your Charisma modifier

Gambit Attack modifier = your proficiency bonus + your Charisma modifier

Ritual Casting

You can cast a firebrand gambit as a ritual if that gambit has the ritual tag and you have the gambit prepared.

Vocation

You can sway opinions with a handful of words. Choose a vocation: Chaplain or Demagogue, both detailed at the end of the class description. Your choice grants you vocational gambits and other features when you choose it at 1st level. It also grants you additional ways to use Resolve Points when you gain that feature at 2nd level, and additional benefits at 6th, 10th, and 15th levels.

Vocational Gambits

Each vocation has a list of gambits that are associated with it. Once you gain access to a vocational gambit, you consider it to be prepared, and it doesn't count against the number of gambits you can prepare each day.

If you have a vocational gambit that doesn't appear on the firebrand gambit list, the gambit is nonetheless a firebrand gambit for you.

Ounce of Wit

By 2nd level, you have pledged to make a difference. With your quick wit and brash assurance—or faith in your cause—nothing can stop you from leaving your mark on the world. Your determination is represented by resolve points, which you can spend on various effects to help yourself or your allies. You learn additional ways to use this feature as you gain levels in this class.

Resolve Points

You have 2 resolve points, and you gain more as you reach higher levels, as shown in the Resolve Points column of the Firebrand table. You can never have more resolve points than shown on the table for your level. You regain all spent resolve points when you finish a long rest.

Silvered Tongue

You can use the eloquence of your words to both aid your companions and beguile your enemies. When a creature that you can see within 60 feet of you makes a Charisma saving throw, you can spend 1 resolve point as a reaction to force the creature to reroll the saving throw. You decide whether the creature uses the higher or lower roll.

You must choose to use this feature after the creature makes its roll, but before the GM determines whether the creature succeeds or fails the saving throw. The creature is not affected if it can't hear you, doesn't understand the language you are speaking, or if it is immune to being charmed.

Fighting Style

At 3rd level, you adopt a style of fighting as your specialty. Choose one of the following options. You can't take a Fighting Style option more than once, even if you later get to choose again.

Defense

When you are wearing armor, you gain a +1 bonus to Armor Class.

Dueling

When you are wielding a melee weapon *(or pistol)* in one hand and no other weapons, you gain a +2 bonus to damage rolls with that weapon.

Great Weapon Fighting

When you roll a 1 or a 2 on a damage die for a melee attack, you can reroll the die and must use the new roll, even if the new roll is a 1 or a 2. The weapon must have the two-handed or versatile quality *(or have a bayonet affixed)* for you to gain this benefit.

Protection

When a creature you can see attacks a target other than you that is within 5 feet of you, you can use your reaction to impose disadvantage on the attack roll. You must be wielding a shield.

When wielding a weapon with a bayonet affixed, you can use Protection against melee attacks. You cannot use this fighting style against ranged attacks made with a firearm.

Two-Weapon Fighting

When you engage in two-weapon fighting, you can add your ability modifier to the damage of the second attack.

You can also use Two-Weapon Fighting when wielding light ranged weapons, such as pistols.

Rhetorical Flourish

Starting at 3rd level, you can use the power of your voice to amplify your abilities. By spending resolve you can cast the 2nd-level or higher gambits listed on your vocational gambit list (you cannot cast 1st-level gambits using this feature).

Each gambit level has a different cost, as shown in the Resolve Cost column of your vocational gambits table. Using this feature, you can spend that many resolve points to cast a listed gambit without expending a gambit slot. You can cast any gambit on your vocational gambit list that you can afford—even gambits of a level you can't cast yet.

When you cast a gambit using Rhetorical Flourish, it is cast at its lowest level. If you want to cast a vocational gambit at a higher level, you must expend a gambit slot as normal.

Tremendous Resolve

Firebrands can use their resolve to cast gambits they don't have access to. For example, a level 5 Demagogue can cast 1st and 2nd-level gambits and their vocational gambit list includes *hold person* (a 2nd-level gambit) and *fear* (a 3rd-level gambit).

The Demagogue could spend 3 resolve points to cast *hold person* without using a gambit slot, or 5 resolve points to cast *fear* without using a gambit slot. He would not otherwise be able to cast *fear* until he advanced in level and gained a 3rd-level gambit slot.

Ability Score Improvement

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

Fighting Words

At 5th level, whenever you use your action to cast a cantrip, you can make a single weapon attack as a bonus action.

Pamphleteer

Starting at 5th level, you can imbue documents with a measure of your verbal prowess. Not limited to sermons or tirades on street corners, you employ couriers and printing presses to carry your voice far and wide. You can compose a letter over the course of a short rest and inscribe a firebrand gambit onto the parchment. You can only inscribe a gambit which targets a single creature and inflicts either a curse or the charmed condition, such as *castigate* or *charm person*.

This letter can remain in circulation indefinitely, triggering the inscribed gambit only when read by your specified target. You can only have one such letter in circulation at a time. If the letter is destroyed, or if you attempt to inscribe a gambit onto a new letter, the effect is lost and the gambit ends without being triggered.

When the letter is read, the inscribed gambit is cast on the reader. If the gambit requires concentration, it lasts until the end of its full duration or 8 hours, whichever is longer, or until you use this feature again. You must specify any secondary conditions as you write the letter, such as the nature of the curse you inflict with *bestow curse*, or the details of the event you mean to obscure with *modify memory*.

You have a vague sense of when your letter is read, but cannot know if the target succeeded or failed on their saving throw. If a creature's saving throw is successful, the creature knows you attempted to manipulate it and is immune to this feature for the next 7 days.

Achieving such an effect through the written word requires considerable craft, both in your language and its presentation. To inscribe a gambit into a letter you must spend £2 per level of the gambit on fine inks and paper, and the casting time increases to a minimum of 1 hour.

Penny Saved

By 6th level you have learned to make do with the supplies on hand. Once per day when you finish a short rest, you can regain all your expended resolve points.

In in addition, gambits from your vocational gambit list don't require material components.

Decisive Strike

At 8th level, you gain the ability to aim your recriminations down the barrel of a gun. Once on each of your turns when you hit a creature with a weapon attack, you can cause the attack to deal an extra 1d8 damage to the target. When you reach 14th level, the extra damage increases to 2d8.

Revolutionary Covenant

By 10th level you have learned to subtly recruit allies, even in enemy strongholds. After studying a city or village for one hour, you may roll a d20 and attempt to establish contact with sympathetic townsfolk. If you roll a number equal to or lower than your firebrand level, you enlist the aid of several partisans loyal to your cause. By spending your remaining resolve points (at least 1) you can reroll this check, but you must accept the result of the new roll. On a successful check, the locals assist you in one of the following ways:

Call to Arms. You raise a half-platoon of partisan insurgents willing to fight for your cause. The GM selects 2d4 partisans of CR ½ or lower who are led by one partisan of CR 1. This group will fight for your cause and help you to the best of their ability, but will not take unnecessary risks or operate beyond 5 miles of the settlement.

Disseminate. You recruit partisan couriers to spread gossip and rumor. Make a statement, fact or fiction, that is no more than 30 words. While in the settlement, you and your allies have advantage on Charisma checks that pertain to the subject for 1 day. A small claim can be tacitly accepted; a broad or outrageous claim is likely to be met with heightened suspicion. At the GM's discretion, the ruse may collapse entirely after one or more failed checks.

Go to Ground. The partisans usher you and your companions to a safehouse somewhere in the settlement. This location is unknown to enemy forces and can serve as a base of operations while in town. The safehouse is stocked with rations for up to 5 creatures for 1d4 + 2 days. In addition, you find £2d10 worth of ammunitions and other supplies as determined by the GM.

Improvise. You instruct your new allies in an ex tempore scheme of your own devising. At the GM's option, you may suggest an alternative effect no more influential than those described above. Describe the assistance you seek. The partisans will try to carry out your instructions to the best of their ability, though they will not obey suicidal or obviously harmful orders.

Revealing yourself is not without risk. If your check is a failure, you attract the attention of enemy soldiers or partisans sympathetic to an opposing nation. A friendly

area could become the target of an impending raid, or the authorities of a neutral settlement might turn hostile when the war is brought to their doorstep. Being exposed behind enemy lines has disastrous consequences.

Once you use this feature in a city or village, you can't use it again within that settlement for 30 days.

Indivisible

At 11th level, you can maintain your focus through sheer willpower even when under fire. You can spend 1 point of resolve to automatically maintain your concentration on a gambit when you take damage.

Mystifying Argument

At 13th level, through careful study you've learned a legendary gambit that seems to defy what's possible. Choose one of the following gambits: *eyebite*, *heroes' feast*, or *mass suggestion*.

You can cast this gambit once without expending a gambit slot. You must finish a long rest before you can do so again.

At 17th level, you gain an additional gambit that can be cast in this way from the following gambits: *divine word*, *symbol*, or *regenerate*. You regain all uses of your Mystifying Argument when you finish a long rest.

Fire of Liberty

At 20th level, people travel from miles around just to hear you give a speech, read scripture, or berate an opponent in a public forum. If you spend at least 10 minutes orating to a crowd, you can cast *charm person* on up to twelve creatures that can see and hear you, without using a gambit slot. When you cast *charm person* this way, onlookers and affected creatures are unaware that you cast a gambit and any affected creatures do not know they were charmed by you. Once you use this feature, you can't use it again until you finish a short or long rest.

Optional Rule: Multiclass

If you use the multiclass rules, here's what you need to know if you choose firebrand as one of your classes.

Ability Score Minimum. As a multiclass character, you must have at least a Charisma score of 13 to take a level in this class, or to take a level in another class if you are already a firebrand.

Proficiencies Gained. If firebrand isn't your initial class, here are the proficiencies you gain when you take your first level as a firebrand: light armor, longswords, pistols, one skill from the class's skill list, and one language.

Gambit Slots. Add half your levels (rounded up) in the firebrand class to the appropriate levels from other classes to determine your available gambit slots.

Firebrand Vocations

Your convictions run deep, and you feel the drums of war echoing in your own heartbeat. For good or ill, the words that flow through you will lead men to battle and change the course of history.

Chaplain

Devoted and determined, Chaplains are driven foremost by their belief. Their faith is their shield as well as their strength—whether faith in a deity or religion, or simply in their cause. Chaplains focus mostly on aiding their allies, uplifting and encouraging those around them. Their words hold such comforting power that they are even able to ease pain in the sick or injured.

Chaplain Gambits

Gambit Level	Vocational Gambits	Resolve Cost
1st	*bless, divine favor, shield of faith*	—
2nd	*aid, prayer of healing, sally forth**	3
3rd	*crusader's mantle, ignite fervor*, revivify*	5
4th	*death ward, divination, esprit de corps**	7
5th	*greater restoration, mass cure wounds, summon company**	9

Inspirational Message

At 1st level, inspiring others has become second nature to you. You learn the *message* cantrip if you don't already know it.

When you cast *message* on a friendly creature, you can take the Help action to aid that creature instead of the cantrip's normal effects. If you use this action to aid your ally in attacking a creature, the target must be within 30 feet of you.

Benediction

Starting at 2nd level, your words of healing and respite carry further than most. When you cast certain gambits, you can spend a number of resolve points equal to the gambit's level to target a second creature within range with the same gambit (1 resolve point if the gambit is a cantrip).

To be eligible, a gambit must be incapable of targeting more than one creature, and must not involve making a gambit attack against the target or offer the target a saving throw to resist its effects.

Do No Harm

At 6th level, your ministrations become more effective. Whenever you cast a gambit that restores hit points or grants temporary hit points, you heal or grant an additional 2 hit points. When you roll dice to determine the number of hit points restored or temporary hit points granted, you can reroll a number of dice up to your Charisma modifier (minimum of 1).

Hearts and Minds

At 10th level, you can grant a reprieve to those most vulnerable. When a creature you can see within 30 feet drops to 0 hit points, you can spend 3 resolve points as a reaction and move up to your speed to the target's side. The creature is instantly stabilized when you touch it, regaining hit points equal to your firebrand level + your Charisma modifier (minimum of 1).

When you rescue a hostile creature with this ability it is charmed by you for the next 24 hours, or until you or your companions do anything harmful to it.

Remarkable Providence

Starting at 15th level, your words carry the weight of the divine. As an action, you can target a creature within 30 feet and proclaim that it is under your protection, granting the creature the benefits of *sanctuary*. This effect lasts until you use this feature again, until you're incapacitated, or until the creature takes a hostile action.

Demagogue

Persuasive and ardent in words and deeds, Demagogues have learned that the things they say need not necessarily be true or fair to be believed. Using language as a means to an end, Demagogues are able to deliver devastating blows to their targets. Their rebukes can be ruthless, their misdirection convincing. Demagogues turn their words against their foes as easily as blades or bullets, leaving their targets confused or frightened as they scramble to parse the language hurled at them.

Demagogue Gambits

Gambit Level	Vocational Gambits	Resolve Cost
1st	*dissonant whispers, hex, rhetoric**	—
2nd	*castigate*, enthrall, hold person*	3
3rd	*fear, harsh invective*, intelligence network**	5
4th	*confusion, fusillade*, to the gallows**	7
5th	*eye of reason*, geas, hold monster*	9

Bonus Proficiencies

When you choose this vocation at 1st level, you gain proficiency with medium armor and with grenades.

Miscreant's Secrets

Also at 1st level, you pick up a few tricks of the trade from the unsavory characters you associate with. Choose one gambit from the ranger gambit list. The gambit you choose must be of a level you can cast, as shown on the Firebrand table. The chosen gambit counts as a firebrand gambit for you.

You learn one additional gambit from the ranger gambit list at 6th level and again at 10th level and 15th level.

Dread Reprisal
Starting at 2nd level, your words deliver bitter denunciations that throw your foes off balance. When you deal psychic damage to a creature you share a language with, you can spend 1 resolve point to weaken it. Until the start of your next turn, the creature doesn't benefit from any condition immunities it has. In addition, the next weapon attack that hits it ignores all resistances to damage and deals an extra 2d4 damage.

Excoriate
Starting at 6th level, you can add your Charisma modifier to any psychic damage roll you make.

Make an Example
At 10th level, when you drop an enemy to 0 hit points, you can spend 3 resolve points to force any creature of your choice within 30 feet to make a Wisdom saving throw against your gambit save DC. On a failure, they become frightened of you for 1 minute.

Tar and Feather
At 15th level, you can incite a crowd to oust an individual from a settlement as long as you have documented evidence of your claims and their misdeeds. To convince the crowd, make a Charisma check and add your proficiency bonus. If your target is beloved or if the settlement is loyal to them, you have disadvantage on this check. If your target is hated or mistrusted, you gain advantage on this check.

If your result is higher than a DC equal to 8 + the target's proficiency modifier + the target's Charisma modifier, you sway the crowd. Over the course of 8 hours a mob forms to forcibly evict your target. The people of the settlement grant you their favor, improving their attitude toward you—to indifferent from hostile, or to friendly from indifferent.

On a failure your claims are met with skepticism from the populace, and your target may retaliate against you for spreading "slander and rumor." If your dice roll (before adding your modifier) is lower than the target's Charisma modifier, your incitement backfires. The settlement's attitude toward your target improves, and the mob turns against you, running you and your allies out of the settlement.

Firebrand Gambit List
This list is organized by gambit level, not character level. If a gambit can be cast as a ritual, the ritual tag appears after the gambit's name. These gambits are spells from the core rules.

Cantrips (0 level)
blade ward
friends
*foxfire**
guidance
mending
resistance
spare the dying
shillelagh
true strike
vicious mockery

1st Level
bane
barbed spike (ritual)*
charm person
compelled duel
comprehend languages (ritual)
cure wounds
*dead drop**
disguise self
entrap (ritual)*
expeditious retreat
healing word
heroism
identify (ritual)
illusory script (ritual)
*non sequitur**
*rhetoric**
sanctuary
wrathful smite

2nd Level
aid
augury (ritual)
branding smite
calm emotions
*castigate**
enthrall
hold person
knock
*leechcraft**
locate object
prayer of healing
*sally forth**
*stock and barrel**
suggestion

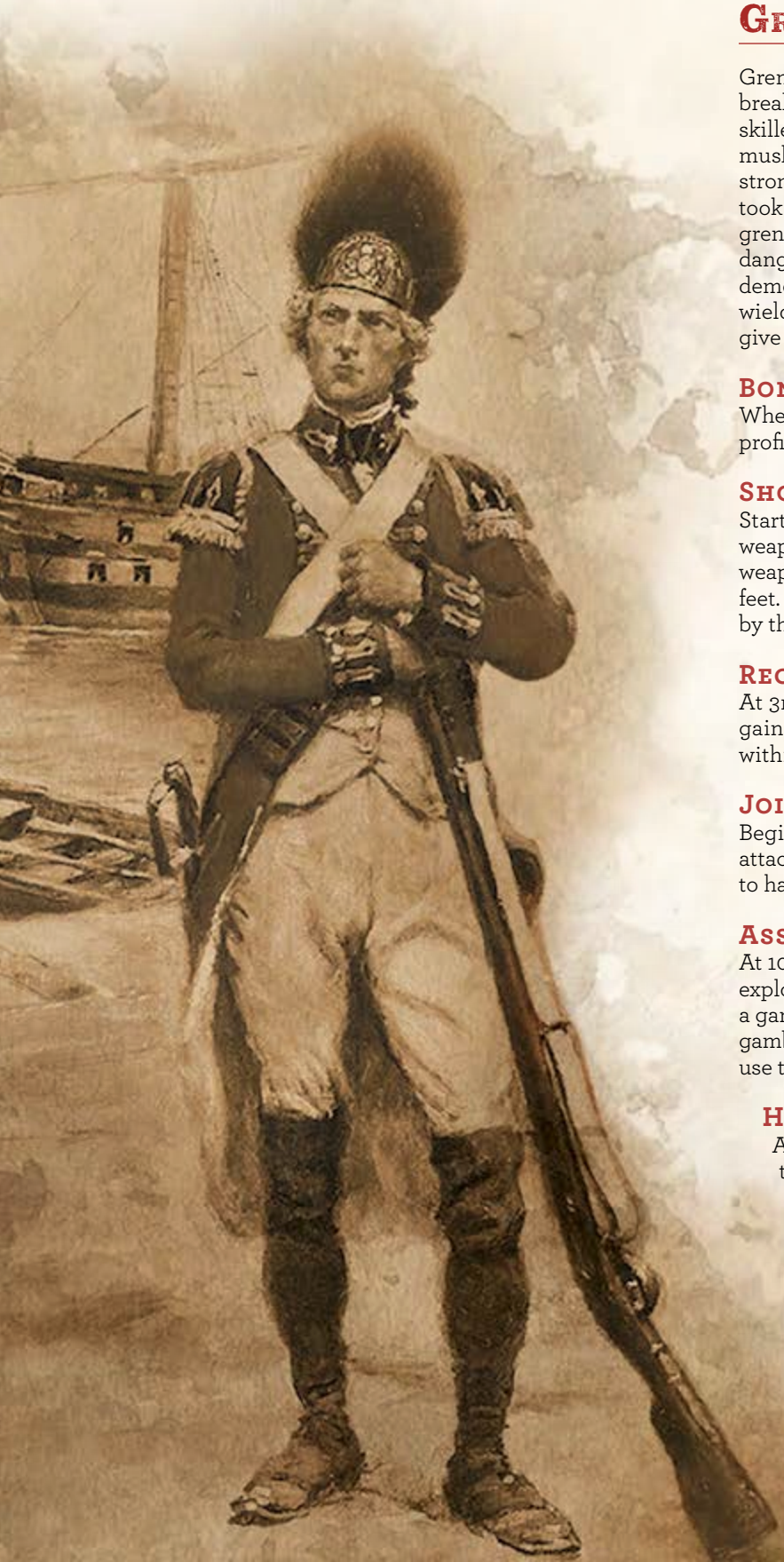
3rd Level
bestow curse
*beyond reproach**
fear
*harsh invective**
*ignite fervor**
*intelligence network**
mass healing word
nondetection
protection from energy
remove curse

4th Level
compulsion
confusion
death ward
*esprit de corps**
*fusillade**
locate creature
*to the gallows**

5th Level
*eye of reason**
geas
hold monster
mass cure wounds
modify memory
*ruse de guerre**
*summon company**

* A new gambit described in chapter 5.

Barbarian



Grenadier

Grenadiers are the shock infantry who specialize in breaking up enemy formations. These elite troops are skilled with many types of weaponry, from land-pattern muskets to hatchets and boarding axes. The largest and strongest soldiers in the army, grenadiers originally took their namesake from the heavy, unpredictable grenades they carried. While most now forego these dangerous handheld bombs, grenadiers are still adept at demolitions and clearing fortified positions. Some do still wield explosives—and their allies would be advised to give them a wide berth.

Bonus Proficiency

When you choose this path at 3rd level you gain proficiency with the munitions kit.

Short Fuse

Starting at 3rd level, you become more adept with thrown weapons and grenades in the heat of battle. If your weapon has the thrown property, increase its range by 10 feet. You also can add your rage bonus to damage dealt by thrown weapons and grenades while raging.

Reckless Shot

At 3rd level, you can use your Reckless Attack feature to gain advantage with ranged weapons, if your target is within the weapon's normal range.

Join the Fray

Beginning at 6th level, when you are hit by a ranged attack while raging, you can use your reaction to move up to half your speed directly towards the attacker.

Assault Munitions

At 10th level, you become adept at making improvised explosives. You can cast *stinkpot* or *fougasse* without using a gambit slot. Strength is your casting modifier for these gambits. After you cast either gambit in this way, you can't use this feature again until you finish a long rest.

Horseshoes and Hand Grenades

Also at 10th level, your ability to aim grenades and thrown weapons becomes uncanny. You can use your Brutal Critical feature with thrown weapons and grenades, and when you score a critical hit with a grenade, you can roll an additional die of damage

Lit at Both Ends

Beginning at 14th level, you can use your Assault Munitions feature one additional time per long rest. You can now select *flash bomb* when choosing which gambit to cast with it.

Fighter

Turncoat

Whether motivated by money, power, or status, a turncoat's allegiance always puts themself first above all others. Talented soldiers in their own right, turncoats are determined to be on the winning side and always willing to at least hear out an offer from an opposing faction when defeat seems imminent.

Bonus Proficiencies

When you choose this archetype at 3rd level, you gain proficiency in one of the following skills of your choice: Athletics, Deception, Insight, Intimidation, or Sleight of Hand. You also gain proficiency in your choice of the disguise kit, forgery kit, or poisoner's kit.

Professional Chicanery

Starting at 3rd level, your unconventional training has armed you with a variety of underhanded tricks called chicaneries. You specialize in a chicanery of your choice that allows you to cast a limited number of gambits. These gambits use Charisma as your casting ability.

Cutthroat. You can cast *create draught* or *detect poison* once as a 1st-level gambit with this feature and regain the ability to do so when you finish a long rest. Any injury poisons you create using this feature can be applied to up to three daggers or handaxes (or three arrows, as normal).

When you reach 7th level, you can cast *create tincture* once as a 3rd-level gambit with this feature and regain the ability to do so when you finish a long rest.

Informant. You can cast *charm person* or *illusory script* once using this feature and regain the ability to do so when you finish a long rest. When you cast *charm person* using this feature, the creature is unaware it was charmed unless the gambit ends early. In addition, the creature can make a new saving throw if you or your companions attack any of its allies.

When you reach 7th level, you can cast *beyond reproach* once using this feature and regain the ability to do so when you finish a long rest.

Mercenary. You can cast *barbed spike* or *dead drop* once using this feature and regain the ability to do so when you finish a long rest. When you cast *dead drop* you always locate a cache, regardless of your location. If you come across an enemy cache you have advantage on your Intelligence (Investigation) check to locate hidden messages.

When you reach 7th level, you can cast *intelligence network* once using this feature and regain the ability to do so when you finish a long rest.

Stranglehold

Also at 3rd level, you learn to quickly restrain an opponent. After you succeed on a Strength (Athletics) check to grapple a creature, you can choose to subdue that creature in a special grip called a stranglehold. A creature held in a stranglehold is grappled, restrained, and cannot speak as long as you maintain the grapple. While maintaining a stranglehold grapple you cannot make attacks or cast gambits, but you gain half cover against ranged attacks.

When a creature attempts to break out of your stranglehold, you can use your reaction to impose disadvantage on their contested check to escape the grapple. If you do, your speed becomes 0 until the end of your next turn.

Human Shield

At 7th level you improve your stranglehold, gaining a benefit based on the chicanery of your choice. You can choose the same chicanery you selected at 3rd level or a different one.

Cutthroat. While holding a creature in a stranglehold, you have advantage on Charisma (Intimidation) checks.

As an action, you can force a creature you have subdued in a stranglehold to consume an ingested poison. That creature has disadvantage on their saving throw against the poison.

Informant. You can attempt a stranglehold on an ally to confuse your enemies. Your ally can choose to fail their contested check against the stranglehold grapple. A hostile creature with an Intelligence of 4 or higher that sees you succeed on the stranglehold will treat you as a noncombatant or ally, until you prove yourself to be otherwise.

You can use your reaction at any time to drop the ruse, release your hostage, and immediately take an action. Any attacks you make as part of this action are made with advantage. Once you reveal your true allegiance, the enemies that fell for your ruse can no longer be fooled by your use of this feature.

Colonial Fighting

With the rise of flintlock firearms, Fighting Styles have evolved. Use the following rules:

The **Archery** style cannot be used with firearms.

The **Dueling style** can be used with one-handed ranged weapons, such as pistols.

The **Great Weapon Fighting** style applies to melee attacks using firearms with bayonets affixed.

The **Protection** style also applies when using a firearm with a bayonet affixed, though it cannot be used to impose disadvantage on ranged attacks—spearpoints won't stop arrows or bullets.

The **Two-Weapon Fighting** style allows you to apply your ability modifier to the damage of your offhand attack when used with light ranged weapons.

Mercenary. After subduing a creature in a stranglehold, you can take the Dodge action as a bonus action. Until the start of your next turn—as long as you maintain the stranglehold grapple—any attack that misses you due to disadvantage instead hits the creature you are grappling.

High Price

At 10th level you gain a new benefit based on the chicanery of your choice. You can choose the same chicanery you selected previously or a different one.

Cutthroat. Poisons you apply to weapons retain their potency for one hour before drying. When you make a damage roll that deals poison damage, it ignores resistance to poison damage.

Informant. When you hit a creature with a melee attack you can twist your weapon to gouge the target's eyes. The attack deals no damage, but the creature is blinded until the end of its next turn. You can use this feature a number of times equal to your Charisma modifier (minimum of 1). You regain all expended uses of it after a long rest.

Mercenary. As a bonus action, you can make a single melee attack against a charmed, frightened, or poisoned creature within reach.

False Façade

At 15th level you gain a new benefit based on the chicanery of your choice. You can choose the same chicanery you selected previously or a different one.

Cutthroat. Poisons you use cannot be detected by any divination gambits. All ability checks to determine if an object, food, or weapon has been poisoned by you are made with disadvantage.

Informant. You have a keen eye and a familiarity with all manner of ciphers, invisible inks, and illusions. You gain truesight out to a range of 10 feet in front of you. Whenever you make an Insight (Wisdom) check, you gain a bonus to the check equal to your Charisma modifier.

Mercenary. The matter of your allegiance is always negotiable. You gain immunity to the charmed condition. If targeted by an effect that would charm you, you can choose to act as if you were charmed for the effect's duration. While the charmer thinks you are under their sway, you gain advantage on opposed ability checks against them. If you attack the charmer or target them with harmful abilities or gambits, the effect immediately ends.

True Colours

At 18th level, whether through deceit, forgery, or guile, you can obtain a signed writ from a commanding officer of an opposing force that you can use to cast *summon company*. When you cast the gambit in this way, you enlist the aid of a squad of hostile troops that believe you are an ally.

If given cause to doubt you or your motives, the sergeant leading the company can make a Wisdom saving throw against a DC equal to 8 + your proficiency bonus + your Charisma modifier. On a succesful save, the sergeant becomes increasingly suspicious of you and your actions.

The company will not fire on allied forces unless you give them a convincing reason. If you do so, the sergeant must make a Wisdom saving throw. On a failure, the sergeant will reluctantly obey your command and order their troops to fire.

The troops will rebel against you—either by disobeying your orders, deserting, or attacking you—if you or your allies attack any of the summoned company, or if the sergeant succeeds on its saving throw three times.

After you use this feature, you can't use it again for 7 days. You cannot use the same writ to summon multiple companies, and you cannot procure troops from the same division more than once.

Ranger

Trailblazer

Where others see wilderness, trailblazers see opportunity. They are equally at home in the wild and on the battlefield, clearing brush for a lean-to shelter as efficiently as they erect defensive earthworks. By exploring (and exploiting) the lay of the land, trailblazers can reshape the field to suit their needs. They can quickly find a fallback position for their allies and set deadly traps for their enemies.

Terrain Gambits

At 3rd level, you learn additional gambits based on the favored terrain you selected for your Natural Explorer feature as shown in the tables below. Each gambit counts as a ranger gambit for you, but it doesn't count against the number of ranger gambits you know.

You learn the gambits associated with additional terrains when your Natural Explorer feature improves at 6th and 10th levels.

Arctic

Level	Terrain Gambits
Cantrip	*resistance*
1st	*purify food and drink, shield*
2nd	*aid, gentle repose*

Coast

Level	Terrain Gambits
Cantrip	*guidance*
1st	*create or destroy water, jump*
2nd	*augury, portage**

Desert

Level	Terrain Gambits
Cantrip	*minor illusion*
1st	*alarm, dead drop**
2nd	*blur, blowback**

Optional Rule: Natural Versatility

Whenever you gain a level in this class, you can replace one of your favored terrains with another favored terrain from the Natural Explorer feature. If you do so, you must also replace all the gambits you learned from the old terrain with the gambits associated with the new terrain.

Urban Explorer

If you are familiar with the bustling colonial cities of North America—Boston, Charles Town, Philadelphia, México City, New Orleans, New York, Quebec City, or St. Augustine—you might choose the urban favored terrain. You can benefit from your Natural Explorer feature in a city with a population of 10,000 or more, learning to conceal yourself in back alleys, read the streets for signs of danger, and scavenge food from soup kitchens or unattended storefronts.

Forest

Level	Terrain Gambits
Cantrip	*shillelagh*
1st	*entrap*, fog of war**
2nd	*darkvision, warding bond (only within 5 feet)*

Grassland

Level	Terrain Gambits
Cantrip	*foxfire**
1st	*animal friendship, war paint**
2nd	*find steed, locate animals or plants*

Mountain

Level	Terrain Gambits
Cantrip	*blade ward*
1st	*barbed spike*, escalade**
2nd	*improvised artillery*, find traps*

Swamp

Level	Terrain Gambits
Cantrip	*poison spray*
1st	*create draught*, detect poison and disease*
2nd	*leechcraft*, prayer of healing*

Urban

Level	Terrain Gambits
Cantrip	*mending*
1st	*disguise self, illusory script*
2nd	*knock, suggestion*

*A new gambit described in chapter 5.

Understrap

Also at 3rd level, you learn to use your innate talents and the resources around you to clear the way. As a reaction you can activate one of the following effects:

- Reroll a Wisdom ability check or saving throw. You must use the new roll, potentially turning the failure into a success.
- Change the casting time of a gambit that has a casting time of no more than 1 minute, to 1 action.
- Cast a ritual gambit you know without expending a gambit slot. It takes 10 minutes longer to cast than normal (as normal for ritual casting).

You can use this feature a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

Favored Enemies

When choosing a favored enemy, rangers may choose either beasts or any **two heritages**. Listed below are the major factions of the war and the heritage(s) associated.

Anishinaabeg. Shawnee and Three Fires irregulars in Ohio.
Chickamauga. Midwest Cherokee and Wyandot irregulars.
Continentals. Colonial soldiers, various indigenous allies.
Dutch. Dutch sailors and privateer irregulars from Holland.
Français. French soldiers, Acadien and Haitian irregulars.
Hessians. Hessian mercenary irregulars from Hesse-Kessel.
Muskogee. Choctaw, Creek, and Seminole irregulars.
Redcoats. British soldiers and Colonial irregular militias.
Six Nations. Irregular warriors of the Iroquois confederation.
Spanish. Criollo soldiers and frontier Ladino irregulars.

Choke Point

Starting at 7th level, you find opportunities to cast gambits in the natural contours of the land. You can make a Wisdom (Survival) check to study the terrain around you and prepare a choke point to confound your enemies. Compare the results of your check to the DCs listed below. You can select any gambit with a DC lower than your result.

DC 20: *grease* or *entangle*
DC 25: *cordon of arrows* or *spike growth*
DC 30: *fougasse** or *logjam**
DC 35: *hallucinatory terrain* or *wall of fire*
DC 40: *insect plague* or *ruse de guerre**

Describe your plan in detail and how you can alter the terrain to create the gambit's effect. For example, you might lay down some green briar over the road to prepare *spike growth*, or place jars of sugar water out in the bayou to prepare *insect plague*.

It takes 1 hour of strenuous work to assemble your choke point. If an ally assists you with construction for the full hour, they can aid you by casting *guidance*, or taking the Help action—granting advantage on your check.

After creating your choke point, you can activate it to cast the chosen gambit as an action. A gambit cast using this ability does not require concentration and lasts for the gambit's full duration. If the choke point is not activated within 24 hours of construction, it degrades and is no longer usable. Once you use this feature, you can't use it again until you finish a long rest.

Surest Path

At 11th level, when you make an Intelligence or Wisdom check related to any of your favored terrains, your proficiency bonus is tripled—instead of doubled—if you are using a skill that you're proficient in.

Hinterlander

Starting at 15th level, you gain additional benefits while in a favored terrain you have selected for your Natural Explorer feature. When an attack hits you while in your favored terrain, you can use your reaction to instead cause the attack to miss. You cannot do so again until you finish a short or long rest.

While traveling in a favored terrain, you are immune to weather effects and other environmental hazards. In addition, your group can move stealthily at a normal pace or move at a fast pace without taking a penalty to their passive Wisdom (Perception).

Rogue

Marksman

For many, the first sight of an enemy marksman is also the last. Nestled in carefully constructed sniper's nests, marksmen are hard to spot and even harder to flush out of hiding. Well equipped with an array of hard-won tricks learned in the field, marksmen can land incredible shots that would be impossible for most shooters. A soldier with a marksman's ability is a lethal foe, capable of eliminating targets with a single shot.

Bonus Proficiencies

When you choose this archetype at 3rd level, you gain proficiency with the jäger rifle and pennsylvania rifle. You also gain proficiency with gunsmith's tools.

Deadly Aim

At 3rd level, you learn to exploit any advantage you can get. Taking shots that confound your enemies and allies alike, you are always at the ready with a trick up your sleeve.

Techniques. You learn two techniques of your choice, which are detailed under "Techniques" below. Many of the techniques involve your Sneak Attack feature. When you hit a creature with a ranged attack that could benefit from Sneak Attack, you can forgo dealing sneak attack damage to instead activate a technique. You can only use one technique per attack.

When you gain certain rogue levels, you learn additional techniques of your choice, as shown on the Techniques Known table. Each time you learn a new technique, you can also replace one technique you know with a different one that you could learn at a lower level.

Saving Throws. Some of your techniques require your target to making a saving throw to resist the technique's effects. The saving throw DC is calculated as follows:

Technique save DC = 8 + your proficiency bonus + your Wisdom modifier

Techniques Known

Rogue Level	Techniques
3rd–5th	2
6th–8th	3
9th–11th	4
12th–14th	5
15th–17th	6
18th–20th	7

Gambits. Some of your techniques allow you to cast gambits. When you cast a gambit using one of your techniques use Wisdom as your casting ability.

Tall Tales

Beginning at 9th level, your deadly reputation has spread far and wide. If you or an ally spend at least 1 minute interacting with a creature with an Intelligence of 4 or higher, regaling them with tales of your exploits—or providing a suitable demonstration—the creature must make a Charisma saving throw against your Technique save DC. On a failure, the creature is frightened of you for 1 hour.

If a creature's saving throw is successful, they are undeterred by your display and openly scorn you. Word quickly spreads of your disgrace, and creatures in the settlement (or otherwise immediate area) become immune to your Tall Tales for 7 days.

Your reputation comes at a cost. Once you gain this feature, you permanently have disadvantage on checks to disguise yourself or to impersonate another. At the GM's discretion, challengers may seek you out to test your mettle.

Sniper's Nest

Starting at 13th level, when you are hidden in a Hide Site, attacks against a surprised creature do not give away your location, even if your attack hits.

Hide Site

Finding a location to set up a hide site before a battle starts is paramount to a sniper. A good hide site has visibility across the battlefield and has natural cover that allows for easy concealment. If you make a medium difficulty Wisdom (Survival) check to create a hide site, you can gain advantage on Dexterity (Stealth) checks while inside. It takes at least a minute to set up a hide site although time and difficulty required could vary depending on the environment and location as determined by your GM.

Set Trigger

By 17th level, your ranged weapons become extensions of yourself. By calibrating and fine-tuning your arsenal, you can flawlessly follow your targets and turn a difficult shot into a bulls-eye.

When you miss on an attack with a ranged masterwork weapon, you can use your reaction to cause your attack to hit instead. If you do so, the weapon loses the masterwork property—if an attachment is conferring the masterwork property, it is destroyed.

In addition, you can cast *stock and barrel* as a 2nd-level gambit without using a gambit slot, but only as a ritual. The effect immediately ends if you cast *stock and barrel* again using this ability.

Techniques

If a technique has prerequisites, you must meet them to learn it. You can learn the technique at the same time that you meet its prerequisites. A level prerequisite refers to your level in this class.

Always Prepared

Prerequisite: 6th level

You reduce the Misfire score of firearms you wield by 1, to a minimum of 1.

Blinding Charge

Prerequisite: 12th level

When you reload a firearm, you can use a bonus action to add a special mixture of combustible powder. The next ranged attack you make with this firearm detonates if you hit a creature. If your attack benefits from Sneak Attack, you deal radiant damage for your sneak attack damage.

In addition, the creature must succeed on a Constitution saving throw or be blinded for a number of rounds equal to your proficiency bonus. The creature can repeat the saving throw at the end of each of its turns, ending the effect on a success.

The mixture lasts for 1 minute before degrading, rendering the loaded round useless. Once you use this technique, you can't do so again until you finish a long rest.

Cannoneer

Prerequisite: 6th level

You gain proficiency with artillery. If you act as the gunner for a piece of artillery, you can use your Wisdom modifier, instead of Intelligence, for artillery attack rolls and for setting the saving throw DC for artillery effects.

In addition, you can cast *improvised artillery* as a 2nd level gambit once using this technique. Once you use this technique, you can't do so again until you finish a long rest.

Clear the Barrel

Prerequisite: 6th level

After you make a ranged attack with a firearm, you can use your reaction to reload that weapon. If your firearm is unusable due to a misfire, you automatically repair it in addition to reloading it. Once you use this technique, you can't do so again until you finish a short or long rest.

Covering Fire

When you hit a creature with a ranged attack, you can forgo dealing Sneak Attack damage to create an opening for your allies to reposition. A number of allies equal to your Wisdom bonus (minimum 1) can use their reaction to move half their speed without provoking opportunity attacks when you use this technique.

Dangerous Game

Prerequisite: 6th level

You can cast *blowback* once using this technique. Once you use this technique, you can't do so again until you finish a short or long rest.

Exotic Arms

Prerequisite: 6th level

You gain proficiency in the amusette rifle, ferguson rifle, and the golcher rifle.

Impossible Shot

Prerequisite: 9th level

You can cast *ricochet* once using this technique. When you cast *ricochet* in this way, you can add your Sneak Attack damage to the second target even if the first target doesn't meet the requirements for Sneak Attack. In this case, the sneak attack dice is only applied to the second target. Once you use this technique, you can't do so again until you finish a short or long rest.

Gut Shot

Prerequisite: 9th level

When you hit a creature with a ranged attack, you can forgo dealing Sneak Attack damage to give the target a deadly bleeding wound. At the start of each of its turns the creature takes damage equal to half your sneak attack dice, rounded down. This effect lasts for a number of rounds equal to your proficiency bonus.

The target or any creature within reach can use its action to stop the bleeding with a successful Wisdom (Medicine) check against your Technique save DC. Once you use this technique, you can't do so again until you finish a long rest.

Journeyman

You gain proficiency with any two tools of your choice. When you learn this technique, you can replace one or more of the skills you selected for your Expertise feature with the chosen tools.

Maquillage

You can cast *war paint* on yourself at will as a 1st-level gambit.

Muzzle Flash

Prerequisite: 9th level

Through some reckless experimentation you've determined exactly how much powder you can ram into a barrel to get the most power out of your shots without risking your fingers or weapon.

Before you make an attack with a firearm or piece of artillery, you can choose to suffer disadvantage and add 2 to the Misfire score. If the attack hits, you can reroll any roll of 1 or a 2 on the weapon's damage dice, but you must use the new roll, even if the new roll is a 1 or a 2.

Pinning Shot
When you hit a creature of Large size or smaller with a ranged attack made with a bow, you can forgo dealing Sneak Attack damage to pin the target to a wall, tree, or other terrain within 5 feet. The creature is restrained until the arrow is removed.

The target or any creature within reach can use its action to pry the arrow free with a successful Strength (Athletics) check against your Technique save DC.

Rifleman
You can use the bonus action granted by your Cunning Action to brace your firearm against a nearby tree or wall, increasing its accuracy at a distance. Your next ranged attack made with a heavy weapon ignores disadvantage from long range. After making this attack, you cannot move until the start of your next turn.

Snap Shot
When you take the Disengage action, you can use your reaction to make a single ranged attack using a pistol. You don't add your Dexterity modifier to the damage of this attack. You can move no more than half your speed on any turn you use this technique.

Sundering Shot
Prerequisite: 6th level

When you hit a creature with a ranged attack, you can forgo dealing Sneak Attack damage to sunder a firearm the creature is holding. The firearm you target with this technique becomes unusable until a creature uses its action to repair the firearm with a successful Dexterity (Tinker's Tools) check against your Technique save DC. If the check fails, the firearm is broken and cannot be repaired in the heat of combat.

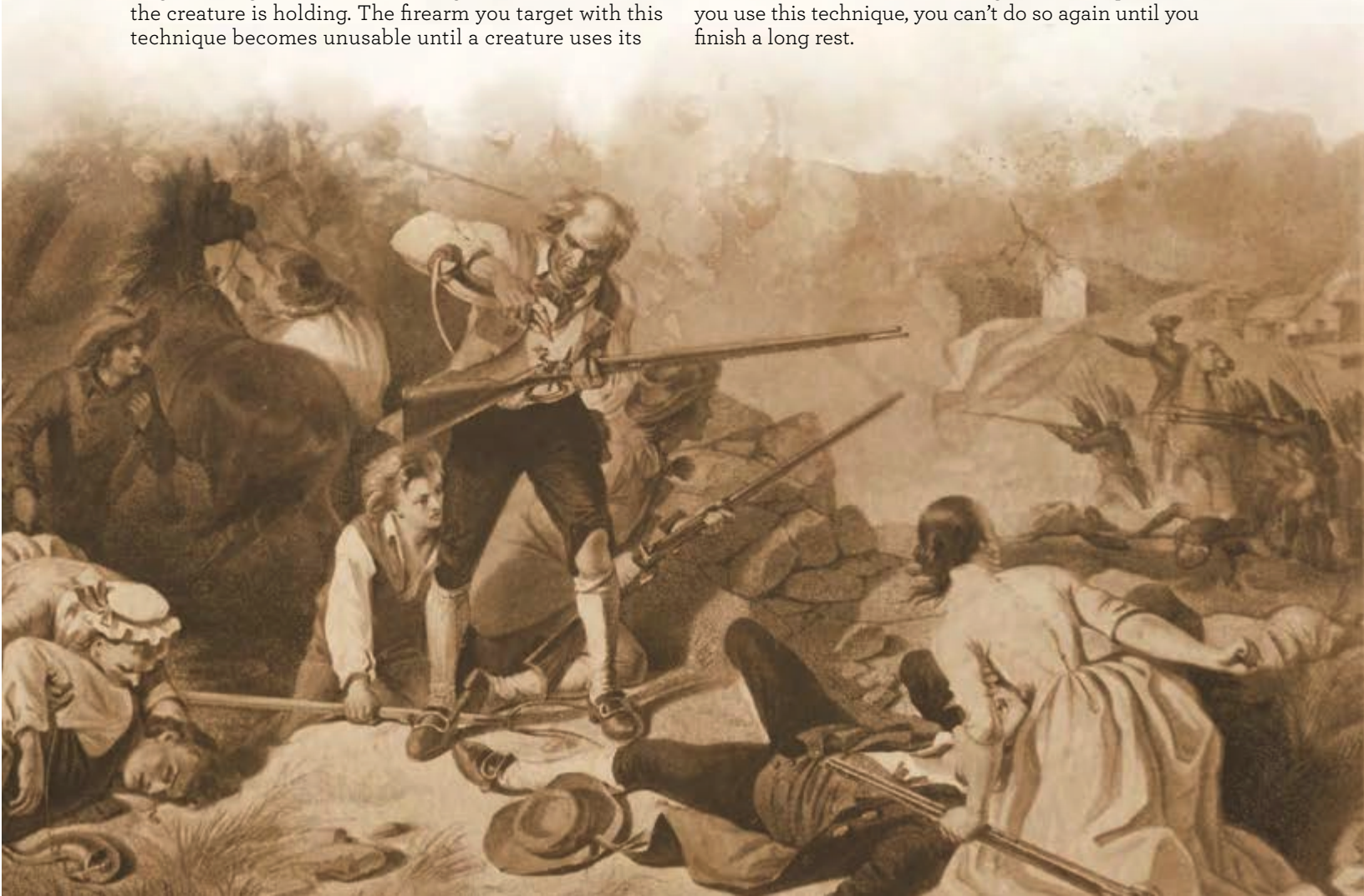
Muzzle Loaders
To load a muzzle loader you need to first pour powder down the barrel, drop the bullet, use a ramrod to tamp the wad, and then prime the pan. While simple enough to do while standing or kneeling, this task is next to impossible while lying down, as is trying to aim the 5-foot barrel up at a target towering above you.

While prone, you cannot reload two-handed firearms and you have disadvantage on ranged attack rolls made with them, as normal. However, you can make ranged attacks with one-handed firearms while prone without suffering disadvantage.

Unwelcome Surprise
You can cast the *barbed spike* or *entrap* gambits, but only as rituals.

Warm the Field
Prerequisite: 12th level

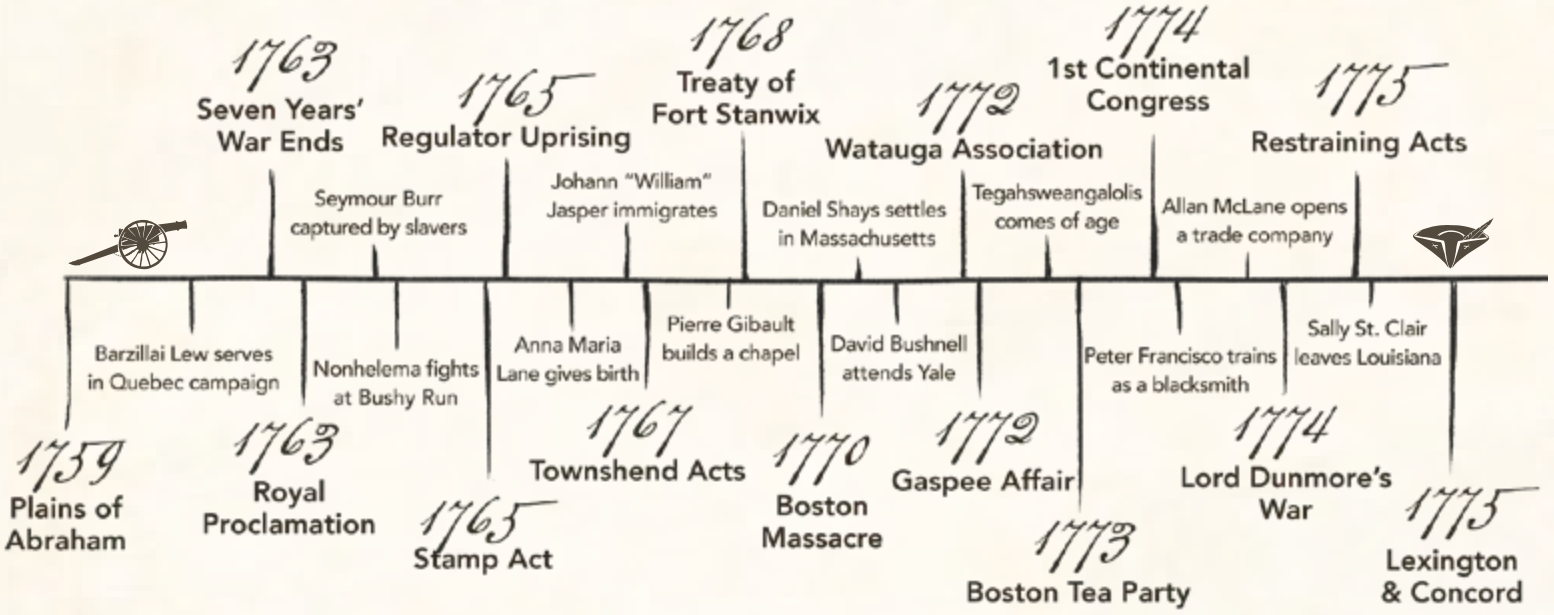
You can cast *fusillade* once using this technique. Once you use this technique, you can't do so again until you finish a long rest.



Chapter 3: Character Choices

"Character is much easier kept than recovered."

—Thomas Paine



Plains of Abraham (September 13, 1759). Quebec City finally falls to British forces, in a victory that marks a major reversal of fortunes in the French and Indian War.

Seven Years War Ends (February 10, 1763). The Treaty of Paris ends the war, with New France ceded to Great Britain.

Royal Proclamation (October 7, 1763). Britain prohibits settlement west of the Appalachian Mountains, creating a boundary between the colonies and native lands. White settlers are outraged, and many ignore the proclamation

Stamp Act (March 22, 1765). Parliament institutes a direct tax on the Thirteen Colonies to fund its military operations in North America. This taxation without proper representation is met with fury from the colonists.

Regulator Uprising (June 6, 1765). A revolt begins in the North Carolina backcountry as settlers charge royal officials with levying excessive fees and falsifying records.

Townshend Acts (June 5, 1767). A series of acts are passed by Parliament to raise the revenue of the colonies by regulating American trade and imposing indirect taxes on British goods such as glass, paper, lead, and tea.

Treaty of Fort Stanwix (November 5, 1768). Members of the Six Nations agree to cede territory to the British in order to decrease tensions with the colonists. However, not all of the indigenous groups in the region agree to the treaty.

Boston Massacre (March 5, 1770). After being harassed by a mob, British soldiers shoot and kill several civilians in Boston. The event is heavily publicized by leading Patriots as the opening salvo of a propaganda war.

Watauga Association (May 8, 1772). A group of white settlers establish a semi-autonomous government in what is now Eastern Tennessee. The British consider the Association an illegal and dangerous example of the colonists' growing independence.

Gaspee Affair (June 9, 1773). Tensions escalate between American colonists and British officials after a group of Rhode Islanders attack and torch the HMS *Gaspee*, a British customs schooner, in defiance of the Navigation Acts.

Boston Tea Party (December 16, 1773). The Sons of Liberty, disguised as Mohawk warriors, steal aboard ships of the East India Company and dump their cargo to protest more taxes.

1st Continental Congress (September 5, 1774). Delegates from twelve of the Thirteen Colonies meet for the first time to discuss their cause and the worsening situation in Boston.

Lord Dunmore's War (May 27, 1774). The Governor of Virginia call out the militia after settler incursions provoke frontier violence with the Shawnee and Mingo.

Restraining Acts (February 9, 1775). Parliament declares that Massachusetts is in an open state of rebellion and imposes a naval blockade on the Northeast coast.

Lexington & Concord (April 19, 1775). Years of growing hostilities erupt into armed conflict as Massachusetts militia clash with the British Army. The Revolutionary War begins.

Backgrounds

Career Soldier

Notable Member: Barzillai Lew
You have been a soldier since you were old enough to hold a weapon. You may have enlisted as part of a family tradition, or hoping a regular salary would bring you a better life. Or maybe you just wanted to see the world, no matter the hardships.

By skill or by guile you have kept yourself in one piece, a far sight better than most—amputations are the first (and often last) recourse of battlefield medicine. Perhaps you sought the honours of war and found the enemy wanting, but more likely you stayed to the sidelines, seeking out a quiet post.

Conditions on campaign are inhospitable, and more men die of disease and exposure to the elements than combat. The months between battles are tedious stretches of maneuvers, drills, and menial labor. Still, it is steady work in unsteady times. Some career soldiers seek out one war after the next, enrolling in foreign armies during peacetime. This is most true of officers, and by the time of the Revolution many redcoats-turned-Patriots find themselves facing down their former comrades.

Skill Proficiencies: Athletics, Perception
Tool Proficiencies: Tinker's tools, your choice of a gaming set or a musical instrument
Equipment: An old uniform belonging to the army you served in (traveler's clothes in quality), 3 vent picks, a mess kit, a set of dice or cards, and a pouch containing $1 in Continental dollars.

Suggested Characteristics

Soldiers are often stern and serious by necessity, knowing that each day could be their last. The horrors of war always take their toll, but bonds between soldiers are resilient and enduring.

d8	Personality Trait
1	I carry at least one good luck charm with me whenever I go into battle.
2	I speak as though I am addressing other military personnel at all times.
3	I relish comfort when I can find it.
4	I am anxious when I don't have a weapon.
5	I live each day as though it is my last, because I know that it might be.
6	I am haunted by the memories of horrors I have seen on the battlefield.
7	I have many stories from my service, and I delight in telling them.
8	I am meticulously neat.

Feature: A Soldier's Stomach

Years of living on army rations or worse have made your body accustomed to the harsh reality of hunger. You can stomach food that civilians will not touch, and long seasons of marching on an empty stomach have hardened you. You can consume tainted or contaminated food and water without adverse effects, and treat half rations as a full day's rations.

d6	Ideal
1	**Patriotic.** I fight for the good of my country. No price is too high to pay. (Lawful)
2	**Protective.** The military's most important duty is to protect innocent civilians. (Good)
3	**Independent.** I know it is better to ignore bad orders than follow them to the grave. (Chaotic)
4	**Weary.** I no longer believe in the necessity of war, and I long for the day when it is ended. (Neutral)
5	**Hardened.** I want to survive, no matter the cost. (Any)
6	**Vicious.** Might makes right. (Evil)

d6	Bond
1	I have a family at home that I fight to return to someday.
2	I will not lose my life to this war. I am promised a pension, and I intend to grow old on it.
3	I have seen atrocities committed by those we are fighting. I will stand up to them.
4	I am here to escape my past. The army is my best option.
5	The army is my home, and my companions are my kin. I'll protect them at all costs.
6	I will achieve renown and honor on the battlefield.

d6	Flaw
1	I wait for orders instead of acting.
2	I plan attack strategies for every place I visit. Even if that place is my mother's house.
3	I hold grudges against allies who may have been enemies in a past conflict.
4	Those accustomed to civilian life are weak, and the weak get left behind.
5	I have no qualms about stealing from the dead. They aren't using it anymore.
6	I use violence as a first resort.

Variant Career Soldier: Vivandière

While women are not permitted to serve as soldiers in the Continental Army, the women known by the French term *Vivandière* aided soldiers on and off the battlefield, providing supplies, medicine, and artillery support. Though less lauded by history, *Vivandières* were as crucial to winning each battle as the enlisted soldiers.

You may have chosen this career to support enlisted family members or for your own ideals. Whatever your experience, you have arrived at the precipice of revolution ready to do your part.

Vivandières brave significant dangers on campaign, and some become proficient with soldiers' weapons. You are more than capable of holding your own in a fight, and may even seek out battle under an assumed name. Rather than proficiency with tinker's tools, you might be proficient with the disguise kit and can start with a disguise kit instead of 3 vent picks.

Convict

Notable Member: Sally St. Clair

You operate on the wrong side of the law. Apprehended for a serious crime, you managed to avoid the execution under the British Empire's harsh "Bloody Code" and served hard time. You might have been imprisoned in the country, or shipped over as a penal colonist from Great Britain.

Prisons are mostly known for their terrible conditions—starvation, disease, and overcrowding are rampant. When they grow full, such as in times of war, prisoners are tossed onto decommissioned barges floating at the harborside. These are death traps, rotting and infested with vermin. If you survived on a prison hulk, you are one of very few.

Since your release (or escape) you could have turned to an honest life, or maybe you're just more careful about being caught. Either way, those familiar with your history tend to view you with suspicion.

Skill Proficiencies: Athletics, Sleight of Hand
Tool Proficiencies: One type of gaming set, your choice of forgery kit or thieves' tools
Languages: One of your choice
Equipment: Thieves' tools or a forgery kit, a wanted poster (complete with your description and name), one dose of wasp venom, a set of common clothes, and a pouch containing $5 in counterfeit Continental dollars

Past Crimes

Choose one to three convicted crimes or roll on the table below. You should discuss your conviction with the GM, including the sentence and whether you were wrongfully accused.

d8	Crime	d8	Crime
1	Arson	5	Robbery
2	Desertion	6	Sedition / Sacrilege
3	Forgery / Personating	7	Tax Avoidance
4	Horse or Sheep Theft	8	Trespass / Housebreaking

Feature: Street Lore

You have friends in low places. When entering a major settlement, you can send a message to your contacts to get the lay of the land. You learn a piece of useful information about activity in the settlement that would otherwise be kept secret. Depending on the city and the situation, your GM might rule that there is a cost to access this network.

Suggested Characteristics

While many convicts really are the heartless criminals the law portrays them as, many more are victims of circumstance. Convicts have been on the wrong side of the law before, which either makes them fearful of its reach, or dismissive of its power.

d8	Personality Trait
1	I tend to assume the worst of people, especially government people.
2	I lie instinctively about my past, even innocuous details.
3	I question laws as a matter of course, even when they don't affect me.
4	I see an arrest record as a badge of honor.
5	I am constantly counting exits and windows in case I need to run.
6	I exaggerate details about my past to make my exploits more daring.
7	I try to avoid giving out my name.
8	I always carry extra coin for a quick bribe.

d6	Ideal
1	**Wary.** Trust is the most valuable thing I can offer someone. (Neutral)
2	**Generous.** I steal from those who won't miss a little wealth, and give freely to those who need it. (Good)
3	**Bitter.** The law wronged me, and I will work the rest of my life to spite it. (Chaotic)
4	**Remorseful.** I regret my past, and want to put it behind me. (Lawful)
5	**Cunning.** Every new situation is an opportunity in disguise. (Any)
6	**Greedy.** Life is short, and I want to gain as much as I can while I can. (Evil)

d6	Bond
1	I need to look out for myself first and foremost.
2	I want my family to have enough for a comfortable life.
3	Those who attain wealth immorally deserve to lose it.
4	I have close friends embroiled in less-than legal pursuits, whose trust I will never betray.
5	I have a duty to break unethical laws, even if it means the hangman's noose if I'm caught.
6	I am afraid of being locked up again. I will do whatever it takes to ensure that won't happen.

d6	Flaw
1	I see ownership as more of a temporary state, unless the owner is me.
2	I make up a new name and backstory to tell every person I meet.
3	I'm much less worried about right and wrong than I am about getting caught.
4	I can't pass up an opportunity to make a lawman's day more difficult.
5	I think loyalty is overrated. I will sell anyone out to keep myself afloat.
6	I can't trust anyone but myself. To earn my trust is next to impossible.

Folk Healer

Notable Member: Nonhelema
You've committed yourself to learning the craft of medicine. Your knowledge of anatomy and herbalism has made you a valuable resource in your community. You may have taken up the trade for the respect it affords you, or for the love of the craft itself.

Healing is in many ways an imprecise art, and many still favor leechcraft, nostrums, and the bone-saw. Benjamin Rush, physician and signatory of the Declaration of Independence, has popularized "Heroic Medicine," a shock treatment of bloodletting, purging and sweating to restore humoral balance. Medics are essential for any regiment, and Healers are especially valuable on the battlefield. Medicines are in short supply, but with your experience and traditional knowledge, you can make the best of a dire situation.

Doctors are still usually trained in Europe, and most practitioners cannot afford a formal medical education. Admission is limited at the two teaching hospitals in the colonies, but through apprenticeships, cultural exchange, or access to the right library, anyone can learn how to save a life. These local practitioners are often just as effective, if not more so, than an accredited "doctor."

Skill Proficiencies: Choose two from among Medicine, Persuasion, or Religion
Tool Proficiencies: Herbalism kit, poisoner's kit
Equipment: An herbalism kit, a pouch full of herbs or patent medicine, 3 doses of hartshorn, a piece of chalk, a set of common clothes, and a pouch containing $2 in Continental dollars.

Healer's Specialty

There are many ways to accrue medical knowledge. Choose a specialty or roll on the table below to define your practice as a healer.

d8	Specialty	d8	Specialty
1	Apothecary	5	Magnétiseur
2	Field medic	6	Midwife
3	Herbalist	7	Nurse
4	Horse doctor	8	Pneumatist

Feature: Healing Hands

Medicine is expensive, even more so medicine that actually works. A good healer knows how to use every last drop of their supplies. When you use hartshorn during a short rest you can apply a single dose of hartshorn to up to two individuals, and you gain an additional five uses from a healer's kit.

Suggested Characteristics

Most healers are defined by their studies, whether theoretical or practical, that allow them to perfect their craft. Both patient and persistent, effective healers value knowledge highly, even if it is sometimes controversial.

d8	Personality Trait
1	Hygiene is important to me. I keep myself and my possessions meticulously clean.
2	I carry my tools with me always, no matter the situation.
3	I talk about leeches much more than anyone wants to hear about leeches.
4	I stop to pick useful herbs in all but absolute life-or-death situations.
5	Mistakes cost lives. I double and triple-check everything I do.
6	I can't stand to watch anyone suffer while I can do something to ease it.
7	I rely on drink to steady my nerves.
8	I believe in tiny creatures that live in our bloodstream that are harbingers of disease. Most people think this is odd.

d6	Ideal
1	**Compassionate.** I have the ability to help, and so I will. (Good)
2	**Practical.** Sometimes people die. We need to focus on the living. (Neutral)
3	**Prestige.** I will earn society's respect by making myself indispensable. (Any)
4	**Knowledge.** I have a drive to learn as much as I can. (Chaotic)
5	**Pious.** As much as I may learn, there is always a higher power to whom I must defer. (Lawful)
6	**Respected.** I deserve the admiration of those I have helped. After all, they owe me their lives. (Neutral)

d6	Bond
1	I trust in my faith to guide my hand.
2	It is my duty to ease suffering in whatever way I can.
3	I want to improve the practice of medicine beyond our current meager knowledge.
4	I owe everything to the person who taught me, and I work to make them proud.
5	One day I will achieve greatness in my craft.
6	Someone I loved once died. I will not lose anyone again.

d6	Flaw
1	I see others as patients before people.
2	Learning something new is worth any price.
3	I always consider myself the most intelligent person in the room, and often say so.
4	What I consider important anatomical research, others consider "defiling the bodies of their loved ones."
5	I see treating people as more important than respecting their boundaries.
6	People trust healers, and I'm ready to take advantage of that.

Fur Trader

Notable Member: Tegahsweangalolis
You have made your living transporting and selling animal furs. Traversing the rivers that crisscross the forested interior of North America, you have mastered the canoe to transport your wares from outpost to outpost.

The fur trade has a long history in the indigenous nations, originating long before the arrival of Europeans on the continent. Wealthy aristocrats have always hungered for the sumptuous furs of the New World, and demand has only increased as beaverskin hats become fashionable in polite society. The fur trade can be lucrative, but it is not without risk. The finest pelts are often found deep in the forbidding wilderness.

British colonists and French Canadian settlers learned the fur trade from the indigenous nations, and these nations have since traded extensively with each other. You have met many traders from other cultures. Some you see as peers and partners, others as fierce competitors. With long hours spent transporting valuable bundles of fur, it can be a cutthroat business. Your wartime allegiances might limit opportunities for trade—or are you a true free agent, selling to the highest bidder?

Skill Proficiencies: Nature, Survival
Tool Proficiencies: Vehicles (water), your choice of leatherworker's tools or navigator's tools
Languages: One of your choice
Equipment: Navigator's tools or leatherworker's tools, a set of traveler's clothes, one wampum belt, 2 hunting traps, a healer's kit, animal pelts worth £2, and a pouch containing $1.00 in Continental dollars.

Preferred Prey

You know the best markets for select pelts. Choose one to three preferred prey or roll on the table below.

d8	Animal	d8	Animal
1	Bear	5	Lynx
2	Beaver	6	Moose
3	Deer	7	Otter
4	Fox	8	Wolf

Feature: Where Animals Roam

Long expeditions hunting game have taught you to rely on yourself. When you forage for food and water, you can always find food for yourself and up to five other people each day, provided that the land offers game, fowl, or fish. Any unused portions can be made into up to a half day's rations for later use. When you encounter signs of wild animals, you can automatically tell the likely species and number.

Suggested Characteristics

Fur traders are confident and capable in the wild. With the increase in European demand for furs, many indigenous fur traders barter for land and status, hoping to secure their futures by capitalizing on the trend.

d8	Personality Trait
1	I am always wearing something made from an animal.
2	I find myself looking for tracks or trails even in town.
3	I always have an eye on the latest fashion trends.
4	Most of my conversation topics are boats, rivers, or boats and rivers.
5	I am more comfortable sitting in a bush for hours than I am sitting in a drawing room for five minutes.
6	I frown upon wastefulness in day to day society.
7	Most of my conversations are about the amazing things I've seen on my travels.
8	I am always looking to make a sale.

d6	Ideal
1	**Money.** I am here to make good coin. (Neutral)
2	**Adventure.** Every new stretch of wilderness brings new excitement. (Chaotic)
3	**Security.** I'm not just trading for money, I'm trading for my home. (Good)
4	**Enjoyment.** I'm good at killing animals. It's all the reason I need. (Evil)
5	**Future.** I am establishing a business that will carry my family to greater heights. (Lawful)
6	**Knowledge.** I take great pride in learning the lay of the land and the movements of animals. (Any)

d6	Bond
1	I value the freedom of movement that trading offers, and never stay in one place for long.
2	This is my ancestral land, and I know it better than anyone.
3	The status I gain as the fur trade grows will keep my family secure and well fed.
4	The wilderness is my home in a way that settlements never will be.
5	I love coming home with new tales to tell.
6	The people I've met on my travels are now my lifelong friends.

d6	Flaw
1	Not everyone is as excited about animal carcasses as I am. I forget that sometimes.
2	I'm unscrupulous about undercutting other traders. Sometimes at the edge of a knife.
3	While I'm great at tracking animals, I'm not always great at knowing where I am.
4	I share my opinions on the latest fashion trends a little too freely.
5	I have different opinions on bathing than other people.
6	I always exaggerate the tales of my adventures.

Homesteader

Notable Member: Daniel Shays

You have established yourself and your home in the colonies, and are ready to fight to maintain it. You are self-sufficient, resourceful, and skilled, making your living by working the land. With the onset of war, you find yourself chafing under the threat of British occupation.

There is a growing belief that the new United States is a land of opportunity. Few farmers in Europe own the land they work, but Americans can claim and develop their own property. By homesteading you can grow a future for yourself.

Many homesteaders are like-minded ethnic groups, looking to make a better life or a better community. Some come from indigenous nations who have lived in the region for centuries, such as the Iroquois Confederacy or the "Five Civilized Tribes" of the southeast, who have established farms and maintain their ancestral land.

Whatever your reasons, you know you'll work hard and overcome any obstacle to set down roots. The home that you build will be rough around the edges, but it will be yours.

Skill Proficiencies: Choose two from among Animal Handling, Medicine, and Survival
Tool Proficiencies: Carpenter's tools, vehicles (land)
Equipment: Carpenter's tools, fishing tackle, a healer's kit, a mule cart, a hooded lantern, 3 pounds of tallow, a set of traveler's clothes, and a pouch containing $1 in Continental dollars.

Feature: Self-Sufficient

You can use your skills to maintain a modest lifestyle as a laborer in settlements, provided you spend at least 6 hours a day working. You can also repair damage to a structure or vehicle composed primarily of wood provided you have carpenter's tools and wood available. As an action, you can restore a number of hit points to the structure or vehicle equal to 5 × your proficiency bonus. A structure or vehicle repaired in this way cannot be repaired by this ability again until after 24 hours or it has been fully repaired.

Suggested Characteristics

Sturdy and steadfast, homesteaders must rely on themselves to achieve their ends. Most homesteaders welcome the freedom and solitude that comes with independent living. This lifestyle shapes their relationships as well as their individual ideals.

d8	Personality Trait
1	I am always making something, if only just a small trinket.
2	I will always try to salvage supplies that I find, even when impractical.
3	I make a point of learning my way around every new area.
4	I constantly make notes in the margins of my map about terrain and wildlife.
5	I speak to animals as though they understand me.
6	I have unconventional ideas about how frequently one should bathe.
7	I take great offense when those around me are wasteful.
8	I get territorial about my land, my possessions, and my draft animals.

d6	Ideal
1	**Independence.** I need to prove myself to the people around me. (Any)
2	**Just Dues.** I have earned all my triumphs. Those who take what they do not earn are the worst sort of person. (Neutral)
3	**Generosity.** I have been lucky in life, and fortune should be shared. (Good)
4	**Security.** I just want to keep my community safe and secure. (Neutral)
5	**Pride.** I will build a home that will last against the wilderness. (Lawful)
6	**Ownership.** I won't let anyone take what is mine. (Evil)

d6	Bond
1	My home is everything. I would die to protect it.
2	I carry a token from my hometown with me, to remind me where I came from.
3	My family is counting on me to make us a better life.
4	The explorers that came before me are my greatest inspiration.
5	My life depends on my ability to adapt. I will do what it takes to survive.
6	I love the independence of my self-sufficient lifestyle.

d6	Flaw
1	I am used to hard living, and forget my manners among polite company.
2	I look down on those who are not willing to get their hands dirty.
3	When I do reenter civilization, I over-indulge in comforts that are not typically available to me.
4	I tend to say what I'm thinking, without considering the consequences.
5	I don't consider laws restricting where I can or cannot go to be valid, or worth following.
6	I find colonial society distasteful. I prefer isolation, and peace and quiet.

Immigrant

Notable Member: Johann "William" Jasper
You have arrived on these shores with the determination and drive to build a new life for yourself. Whether you seek religious freedom, opportunities for wealth, or just a chance to start over, you've become a stranger in a strange land.

Immigrants come from all over the world, from the European countrysides to the sea ports of the Pacific. Sailors known as "lascars" arrive from as far away as India and China, working amidships on East India Company vessels or even on privateer crews. During James Cook's early voyages of discovery, some intrepid Polynesian adventurers joined his crew to travel halfway around the world.

The immigrant experience is not universal, however. Travelers from Britain or other colonies who arrive speaking English have a very easy time assimilating to life in North America. Dark-skinned immigrants and people who speak no English find adapting more difficult, and often form tight-knit communities with others who share their heritage.

There are no restrictions on immigration, and many arrive with only the clothes on their back. Adapting to a foreign way of life can be trying at first, but in this new country, your work speaks for itself. You do not earn respect through aristocracy or relationship to the nearest local lord. You earn your place based on the work that you put into building this society.

Skill Proficiencies: Insight, Persuasion
Tool Proficiencies: Cook's utensils, one type of artisan's tools
Equipment: Cook's utensils, a set of artisan's tools with which you are proficient, an instrument from your home country, a set of common clothes, a family heirloom worth £2 to the right buyer, and a pouch containing $1 in Continental dollars.

Feature: Of Two Worlds

When in a non-English speaking community, you can blend in with ease if the community speaks your heritage language. You can also request passage via cart or boat, no further than a day's travel, for up to 5 companions. This community will also exchange basic information such as directions, names of local government officials, and other small but useful pieces of information.

Suggested Characteristics

Immigrants are determined and adaptable. Most have come with an optimistic attitude, seeking out a better future for themselves, but some have not arrived on these shores by choice but by necessity.

Frontier Trade

In places where currency is scarce, settlers and native tribes frequently barter for goods and services. Instead of receiving Continental Dollars from your background's equipment, you can gain one wampum belt instead.

d8	Personality Trait
1	I am delighted by the new sights and experiences around me.
2	I am shy and reserved outside of my community.
3	I am homesick, and often reminisce of my former country.
4	I keep to traditional rituals which are not the norm in colonial society.
5	I am fascinated by the customs of this country, and pepper people with questions.
6	I love stories about early colonial heroes. I am less impressed by the real thing.
7	I will not quit once I've committed to something, even when it's in my best interests.
8	I am struggling with English, and sometimes pretend to be deaf to avoid conversations I half understand.

d6	Ideal
1	**Wealth.** It's easier to make money here. (Any)
2	**Change.** I came to this land for adventure. (Chaotic)
3	**Home.** I love my country, and I love my community in these new United States. (Neutral)
4	**Freedom.** I came here to find my own way, and I will build a life on my own terms. (Chaotic)
5	**Caution.** This is a strange place, and I am not comfortable enough yet to let my guard down. (Any)
6	**Open.** More than anything, this is an opportunity for me to learn and grow. (Good)

d6	Bond
1	I traveled here to meet the family members who came before me.
2	I am free to practice my religion. As long as I have my faith, I can weather any storm.
3	I brought a book in my native language from my homeland, which I keep close to me.
4	I want to show the family and friends that I left behind that I can make something of myself.
5	I came here with nothing. I'll leave with everything.
6	This place is only temporary. When the time is right, I will return to my real home.

d6	Flaw
1	I assume no one in colonial society understands my native language. This is not always the case.
2	I am deeply mistrustful of the food and drink here.
3	I make assumptions about everyday colonial life which frequently prove to be false.
4	I hate leaving my community, and say so.
5	I am compelled to teach others about my culture, regardless of the circumstances.
6	The currency here is very different from my original home, and I find it confusing.

Parishioner

Notable Member: Pierre Gibault

Whether through faith or your community's traditions, you are a true leader. You command respect within your community as a figure of authority due to your position and wisdom. Your role may have been appointed, or perhaps you grew into it through practice. Regardless, others look to you for guidance.

The relationship between the church and colonial society is so strong as to make them almost synonymous. In almost every settlement, the church is the center of civic life: the church keeps records, raises funds for the community through tithes, and oversees such occasions as births and marriages.

As such, many church leaders have become more engaged politically. Men of the cloth helped to begin talk of revolution, while the so-called Black-Robed Regiment preaches the gospel of freedom, even taking up arms themselves as an example to their flock.

Skill Proficiencies: Choose two from among Insight, Intimidation, Performance, and Religion
Tool Proficiencies: One type of musical instrument
Languages: Two of your choice
Equipment: Clerical clothing (a cassock, habit or native regalia of fine quality), a holy symbol passed down from a mentor, a religious tool or piece of writing such as a totem, bible, or psalm book, 5 sticks of incense, and a pouch containing $1 in Continental dollars.

Feature: True Faith

In times of despair, your traditions give you hope. You inspire those around you with your rites and traditions, encouraging them to persevere against adversity. If you take at least 10 minutes to lead a ceremony or give a sermon, people nearby who share your faith are heartened by your words and become friendly toward you and your party. They may offer you shelter, supplies, or additional information.

Suggested Characteristics

Parishioners are shaped by their experience as both religious and community leaders. With other people constantly relying on their words and counsel, parishioners are not accustomed to solitude, though they may seek out peace and quiet in an effort to broaden their connection to their faith.

d8	Personality Trait
1	I regularly offer wisdom from my faith to people I meet.
2	I think of myself as a spirit leader first and foremost — the rest of my life is secondary.
3	I spend long nights in study or meditation, and get very little sleep.
4	I like to learn as much as I can about faiths different from my own.
5	I frequently reference the wisdom of my ancestors.
6	I have spent my life studying, and as such do not have much worldly experience.
7	I try to follow where my faith takes me.
8	I always look for the empathetic solution to conflicts.

d6	Ideal
1	**Ambition.** I will raise my community to greatness. (Any)
2	**Enlightenment.** I am always working to broaden my knowledge and understanding. (Neutral)
3	**Kindness.** I endeavor to help those less fortunate than me. (Good)
4	**Power.** I use my social standing to manipulate the people around me. (Evil)
5	**Tradition.** More than anything I seek to follow the tenants of my faith to the letter. (Lawful)
6	**Freedom.** I'll practice my faith on my terms. (Chaotic)

d6	Bond
1	My mentor taught me everything. I will make them proud.
2	The British are threatening my community. It is my duty to oppose them.
3	I want to prove myself a leader on the battlefield as well as in the church.
4	The worship hall is stifling. I secretly long for adventure.
5	I must practice what I preach. If we truly want independence, we must all fight for it.
6	I will be poised to fall naturally into a powerful position when the war ends. I want to be ready.

d6	Flaw
1	I wouldn't call myself a zealot, but my behavior leads others to do so.
2	I can be dangerously naive.
3	I am mistrustful of people who do not share my faith and traditions.
4	I am privy to the personal matters of my community. Sometimes I forget which matters are private.
5	I maintain the tenets of my faith which are considered antiquated, or even heretical.
6	I am unaccustomed to danger, and panic in the face of it.

Variant Parishioner: Spirit Leader

In many indigenous societies, spirit leaders are the counsel that oversee decision-making for the community at large, including whether or not to go to war. The method of becoming a spirit leader varies by community, and both women and men may rise to the role.

You have taken up the mantle of a spirit leader for your people during this uncertain time. Your opinions hold great weight in your community, and you must strike a balance between idealism and practicality. The people of your village, settlement, or tribe have faith in you, and it is that faith that bolsters you to lead.

Son of Liberty

Notable Member: David Bushnell

You are at the forefront of the movement for glorious freedom from the British yoke! With your trusted companions and the will of the people behind you, you're determined to see your country free or die trying.

When the spark of revolution was just flickering to life, the Sons of Liberty were there to fan it into flames. In Massachusetts they built a broad coalition, establishing a shadow government and Committees of Correspondence to spread word of dissent.

The Sons of Liberty were even known employ violence, going so far as to tar and feather tax collectors and run them out of town. Now that blood has been spilled, the propaganda battle is over—but a bigger war is looming on the horizon. How far will you go to fight for freedom?

Skill Proficiencies: Choose two from among Deception, Intimidation, and Stealth
Tool Proficiencies: Your choice of munitions kit, thieves' tools, or one type of vehicle
Languages: One of your choice
Equipment: Broadsheets encouraging citizens to join the revolution, a munitions kit or thieves' tools, a symbol of the Sons of Liberty, a set of common clothes, and a pouch containing $1 in Continental dollars.

Feature: Fan the Flames

You are able to rally others around your cause through your passionate speech and actions. In Patriot settlements, you are able to sway the opinions of the masses to your will. When you use this feature, you can gain the support of the people by appealing to their revolutionary ideals.

Suggested Characteristics

Sons of Liberty are driven by a fierce belief in the revolutionary cause. You may have hurled tea into the harbor at Boston, or joined the cause after reading impassioned words in a revolutionary pamphlet. Whether yearning for the ideals of a new country, or from simple loathing of the British, the Sons of Liberty have devoted themselves to undermining the enemy and raising their voices in unison to support the cause.

d8	Personality Trait
1	I talk of rebellion constantly.
2	I can't let a Redcoat walk past without comment.
3	I relish opportunities to risk my life for the cause. The more dangerous the better.
4	I have an endless supply of stories about the growing revolution.
5	I am always on the lookout for potential British agents.
6	I value action over planning.
7	I read every pamphlet that is offered to me, even those I know I will disagree with.
8	I can't resist a good argument.

d6	Ideal
1	**Camaraderie.** My compatriots and I share a bond forged in flames. (Any)
2	**Justice.** There is no greater cause than freedom. (Lawful)
3	**Homeland.** I will see the British removed from my country at any cost. (Neutral)
4	**Empathy.** We must win this war quickly so that more lives are not lost. (Good)
5	**Determination.** This is one step on a much longer path to freedom for everyone. (Lawful)
6	**Wealth.** When we've won the war I'll have the life I always dreamed of. (Any)

d6	Bond
1	My friends drew me into this fight, and I will lay down my life for them.
2	The British have hurt me personally. I want them to pay.
3	I believe we can build a better world.
4	I admire the heroes of the revolution, and I want to be one of them.
5	Only when we are free of British rule can I and my family can truly thrive.
6	I see taxes as a direct and personal attack on my freedom.

d6	Flaw
1	I see morality as black and white.
2	Collateral damage is an acceptable consequence of a fight for freedom.
3	I assume the worst of everyone I meet. Enemies are everywhere.
4	Subtlety is difficult for me.
5	If someone isn't with us, they must be against us. There can be no compromises.
6	I am fixated on the British, even if there is another cause that needs my attention.

Feats

Bayonet Charger

Prerequisite: Strength 13 or higher

You prefer to fight hand-to-hand, rushing headlong into the enemy ranks:

- You increase the damage you deal with bayonets by one die step. You increase the damage you deal with bayonets by one die step. Improving a brown bess musket's bayonet damage to 1d10 from 1d8, and a liège musket's bayonet damage to 1d12 from 1d10, for example.
- Your bayonet attacks score a critical hit on a roll of 19-20.
- When you use your action to Dash, you can use a bonus action to make one bayonet attack. If you move at least 10 feet in a straight line before making this attack, you can add double your Strength modifier to the damage roll.

Carbine Expert

Skilled with carbines and short-barrel firearms, you gain the following benefits:

- Being within 5 feet of a hostile creature doesn't impose disadvantage on your ranged attack rolls.
- When you damage a creature with a carbine, your movement doesn't provoke opportunity attacks from that creature for the rest of this turn.
- As a bonus action, you can reload a carbine that you are proficient with. Once you use this feature, you must finish a short or long rest before you can use it again.

Pistol Expert

You excel at close range with a flintlock in your hand. You gain the following benefits:

- When reloading a pistol, you can spend your full movement—instead of half your movement—to reload an additional light pistol.
- You can use two-weapon fighting with pistols even if the pistols you are using aren't light. You can also use two-weapon fighting while wielding a light melee weapon in one hand and a pistol in the other.
- If you hit a creature with a melee attack, you have advantage on your next ranged attack roll made using a pistol against that creature.

Printer's Apprentice

You are resourceful, eloquent, and a master of rapidly reproducing text. You gain the following benefits:

- Increase your Intelligence or Charisma score by 1, to a maximum of 20.
- You gain proficiency in your choice of either calligrapher's tools or forgery kit. If you are already proficient, you add double your proficiency bonus to checks you make with them.
- You can craft broadsheets and counterfeit dollars in half the usual amount of time.
- When you spend downtime in a settlement to Sow Rumors, you do so in half the time and can ignore the normal costs by distributing self-published pamphlets to sway public opinion.

Rifle Expert

Prerequisite: Proficiency with at least one rifle

You pick a mark at 300 feet without breaking a sweat. You gain the following benefits from your rifle training:

- You gain proficiency with tinker's tools. If you are already proficient, you add double your proficiency bonus to checks you make with them.
- Your ranged attacks made with rifles ignore half cover and three-quarters cover.
- When wielding a rifle, you reduce its Misfire score by 1, to a minimum of 1.

Ruffian

Prerequisite: At least one level in rogue

When you deal Sneak Attack damage with a melee weapon, you can deal an additional 1d6 of Sneak Attack damage to the creature you hit. You can never deal more Sneak Attack damage than a rogue of your character level.

Skirmisher

You fight best on the move. You gain the following benefits:

- If you move at least half your speed on your turn, you gain a +1 bonus to your AC.
- When you are the target of a ranged attack, you can use your reaction to immediately drop prone, imposing disadvantage on the attack roll.
- You can use your action to make a melee attack with the stock of a two-handed firearm. The weapon's damage die for this attack is a d4, and the attack deals bludgeoning damage. If you hit, the target must succeed on a Strength saving throw (DC equal to 8 + your proficiency bonus + your Strength modifier) or be stunned until the end of its next turn.

Chapter 4: Firearms & Kit

"Let your gun therefore be your constant companion."
—Thomas Jefferson

Due to inflation and sabotage, the Continental Dollar varies wildly in value during the Revolution. All costs in this book are listed in the British pounds, shillings, and pence.

Colonial Currencies

Coin	d	s	£	gp
Pence (*d*)	1	1/12	1/24	1/24
Shilling (*s*)	12	1	1/20	1/2
Pound (£)	240	20	1	10
Gold (gp)	24	2	1/10	1
Dollar ($)	*varies depending on inflation*			

Starting Equipment

Instead of the normal class equipment or starting wealth, 2nd level characters in *Nations & Cannons* begin play with their choice of a **starting equipment** package or with £20 to purchase equipment. Below is a list of equipment packages tailored for each class:

Barbarian

- *(a)* leather buffcoat, hide shield, and gunstock club, *(b)* a dragon pistol with 5 hailshot rounds, or *(c)* a gorget*
- *(a)* war quiver* and 2 war spears, *(b)* cross belt* and 2 portfire grenades, or *(c)* baldric* and blunderbuss carbine
- *(a)* a cartridge box*, *(b)* a greatsword, or *(c)* a poultice of healing
- *(a)* a boot sheath* and long knife or *(b)* a bayonet strap*
- an explorer's pack, hartshorn, and 5 cartridge rounds

Fighter

- *(a)* broadcloth coat and riding boots*, *(b)* leather buffcoat and hobnail boots*, or *(c)* a cavalry carbine
- *(a)* a bayonet strap* and brown bess musket, *(b)* a highland pistol, or *(c)* a baldric* and blunderbuss carbine
- *(a)* a cartridge box* and vent pick, *(b)* belt loops* and coat pistol, or *(c)* a rifleman's hat*
- a dungeoneer's pack, 5 tallow, and 15 cartridge rounds

Firebrand

- *(a)* broadcloth coat and sachet case*, *(b)* dolman & pelisse, or *(c)* a powdered wig
- *(a)* a highland pistol, *(b)* bayonet strap* and brown bess musket, or *(c)* two coat pistols
- *(a)* a sturdy tricorne*, *(b)* a boot sheath* and coat pistol, or *(c)* light brogans*
- *(a)* a diplomat's pack and 5 cartridge rounds or *(b)* a priest's pack, 3 tallow, and 10 cartridge rounds

Ranger

- *(a)* broadcloth coat and woodland cloak* or *(b)* leather buffcoat and fur cap*
- *(a)* a fusil carbine, *(b)* a longbow with 10 arrows and a wampum belt, or *(c)* a hunting pouch* and dagger
- *(a)* a coat pistol or *(b)* belt loops*
- *(a)* a booth sheath*, *(b)* 2 handaxes, or *(c)* 2 hunting traps
- an explorer's pack, 10 cartridge rounds, and a vial of wasp venom

Rogue

- *(a)* broadcloth coat or *(b)* wool matchcoat and baldric*
- *(a)* a rapier, *(b)* 2 shortswords, or *(c)* a shortbow with 5 arrows and a vial of wasp venom
- *(a)* three coat pistols or *(b)* a fusil carbine
- *(a)* a pistol brace*, *(b)* riding boots*, or *(c)* a hunting pouch* and dagger
- a burglar's pack, thieves' tools, and 10 cartridge rounds

Mission Rewards

Nations and their armies are in need of people who can undertake special assignments that are beyond typical soldiers. These missions usually involve several steps that your party must complete in order to achieve your objectives. Uncovering an enemy plan of attack, for example, requires infiltrating the enemy camp, recovering their battle plan, and then deciphering the code it is written in.

Leave Accrued

After completing a mission, characters receive 10 **downtime days** worth of leave, which can be used for between adventures activities such as Crafting, Recuperating, or Training.

Salary

If characters are successful on a mission, they each earn a **£10 salary** from the army or nation that gave them the mission. For an incomplete or failed mission, characters may earn less depending on their level of success.

* See the Wargear table for item details.

Hide Shields

Combatants such as Shawnee warriors and Scottish highlanders carry light shields made of stretched leather, used to deflect glancing blows and catch arrows. Musket balls pierce these shields with ease; hide shields provide no defense against firearm attacks.

Loadout

Firearms of the 18th century are deadly weapons, but often heavy and burdensome. Most flintlocks can only fire a single shot, so it's important to carry a sidearm within reach—either secured in a brace or slung over your shoulder. Without holstering your firearm, you'd have to drop it on the ground in the heat of battle to reach for another weapon.

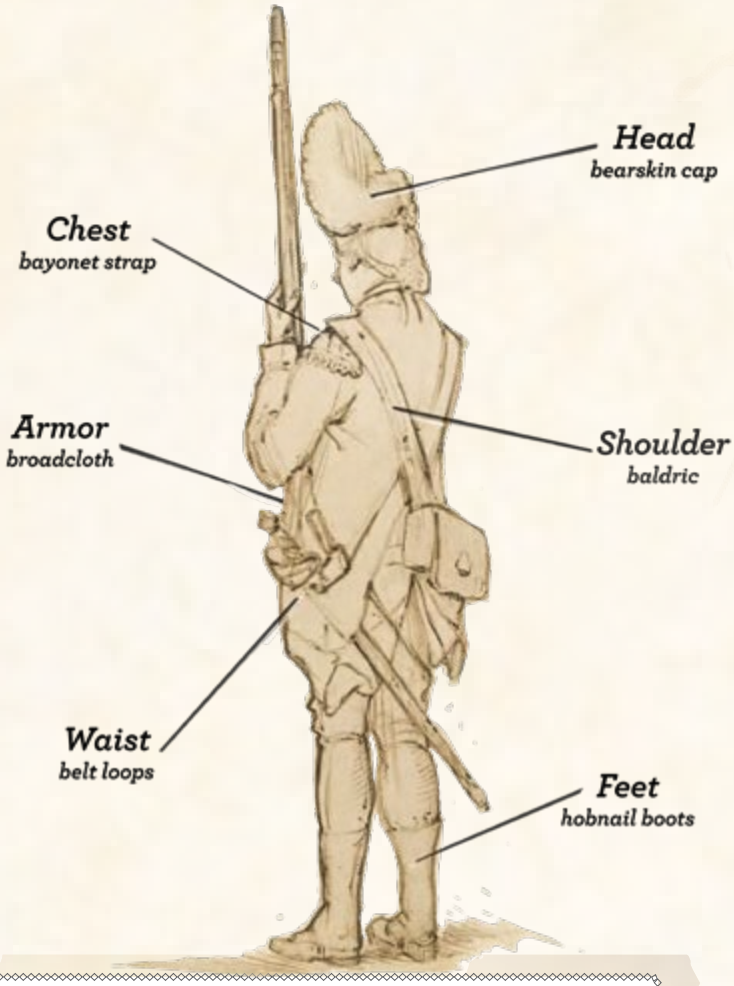
Equipping Items

While bearing firearms, you can only draw and stow **equipped** weapons during combat. Weapons you wield in your hands count as being equipped. You can equip additional weapons by wearing certain pieces of **wargear**. For example, if you wear a boot sheath or a hunting pouch, you can equip a coat pistol in addition to the musket you are holding in your hands.

Weapons at the Ready

You can draw and stow an equipped weapon as part of each attack you make when you take the Attack action. For example, if you have the Extra Attack feature and have a loaded musket equipped, you can make an attack with your musket, stow the musket and draw your pistol from your boot sheath, and make your second attack with the pistol.

You can carry any number of weapons, but only your equipped weapons are readily accessible. You can use your action to **rearrange** your equipment, allowing you to switch out one equipped weapon for another weapon in your pack.



Armor

Name	Cost	Weight	Armor Class (AC)	Strength	Stealth
Clothing					
Hunting shirt*	£25	4 lb.	Unarmored	—	—
Light Armor					
Wool matchcoat	10*s*	5 lb.	11 + Dex modifier	—	—
Broadcloth coat	£3, 10*s*	6 lb.	12 + Dex modifier	—	—
Medium Armor					
Tanned hide	£3	12 lb.	13 + Dex modifier (max 2)	—	—
Leather buffcoat	£5, 10*s*	15 lb.	14 + Dex modifier (max 2)	—	Disadvantage
Dolman & pelisse	£15	20 lb.	14 + Dex modifier (max 2)	—	—
Heavy Armor					
Steel cuirass	£35	35 lb.	18	Str 15	Disadvantage
Shield					
Hide shield	£1, 10*s*	6 lb.	+2 (except against firearms)	—	—

* Described on page 56.

Wargear Descriptions

Wargear lets you carry additional weapons and is an important part of your armament. You can only wear one piece of wargear in each slot. It takes 1 minute to don or doff a piece of wargear.

Chest Gear, secured with tacks, harnesses, or fitted collars, increases your tactical flexibility on the field.

Foot Gear, such as specialized boots, shoes, or other footwear, mostly increase your mobility.

Head Gear, usually hats, provide a variety of effects.

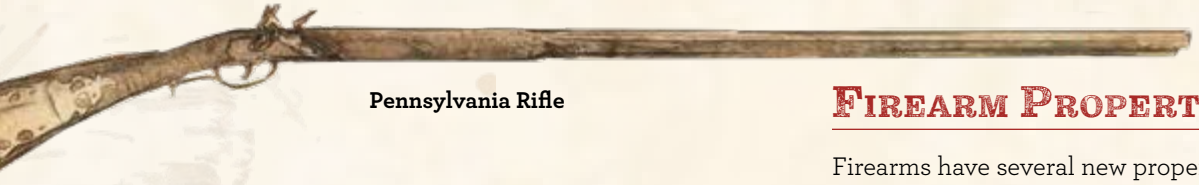
Shoulder Gear consists of bandoliers, cloaks, or slings, often allowing you to equip additional weapons.

Waist Gear has the most utility of all wargear, mounting holsters or special supplies.

Wargear

Name	Cost	Weight	Properties	Requires Attunement
Head Gear				
Fur cap	£1, 10*s*	2 lb.	Grants advantage on saving throws against weather or natural phenomena.	No
Powdered wig	£13	—	While wearing this wig, you can use a bonus action to cast the *compelled duel* gambit (save DC 13). It can't be used this way again for 24 hours.	Yes
Rifleman's hat	£6	1 lb.	A widebrim hat, angled to grant shade. You ignore penalties from glare or direct sunlight and have advantage on saving throws against being blinded.	No
Sturdy tricorne	£3, 10*s*	½ lb.	You gain a bonus to your hit point maximum equal to your Charisma modifier.	Yes
Shoulder Gear				
Baldric	£2	1 lb.	You can **equip** 1 additional two-handed weapon.	No
Cross belt	£1	—	These straps double your carrying capacity and the weight you can push, drag, or lift. You can **equip** 1 additional light weapon, or 3 grenades.	No
War quiver	£3, 10*s*	2 lb.	A harness that secures a warrior's kit. You can don or doff a hide shield as a bonus action and can **equip** 1 additional bow, or 2 thrown weapons.	No
Woodland cloak	£4, 10*s*	8 lb.	You can attempt to hide even when you are only lightly obscured by foliage, heavy rain, falling snow, mist, and other natural phenomena.	No
Chest Gear				
Bayonet strap	£1	½ lb.	You can spend 5 feet of movement to affix or remove a bayonet.	No
Bullet starter	£2, 10*s*	3 lb.	This fitted tube, carried in a sling, helps when loading. You reduce the Misfire score of rifles you wield by 1, to a minimum of 1.	No
Gorget	£10, 10*s*	4 lb.	This steel collar protects your throat, increasing your Armor Class by 1.	Yes
Pistol brace	£7	7 lb.	You can **equip** 3 additional pistols or daggers.	No
Waist Gear				
Belt loops	£2, 10*s*	½ lb.	You can **equip** 2 additional one-handed weapons.	No
Cartridge box	£4, 10*s*	8 lb.	As a bonus action, you can reload one firearm you have equipped with this belt-slung ammunition box. It can't be used this way again for 24 hours.	No
Hunting pouch*	£7	4 lb.	You can add your proficiency bonus to the damage and healing of poisons and poultices. You can **equip** 1 additional light weapon.	Yes
Sachet case*	£8, 10*s*	5 lb.	As an action, you can regain one expended gambit slot while wearing this satchel of rare ingredients. It can't be used this way again for 24 hours.	Yes
Foot Gear				
Boot sheath	£1	3 lb.	You can **equip** 1 additional long knife or pistol.	No
Hobnail boots	£5	7 lb.	These iron-spiked boots increase your walking speed by 5 feet.	No
Light brogans	£3, 10*s*	2 lb.	These nimble shoes help to keep you on your feet. You have resistance to falling damage, and do not land prone if you take falling damage.	No
Riding boots	£7	9 lb.	While mounted on a horse, your mount's speed increases by 10 feet and its long jump distance is doubled.	Yes

* Counts as a component pouch for gambit components.



Pennsylvania Rifle

Brown Bess

Bayonet

Highland Pistols

Cavalry Carbine

Blunderbuss

Portfire Grenades

Firearm Properties

Firearms have several new properties related to their use.

Bayonet. You can affix a bayonet, a sharpened 16" steel point, to a firearm with this property. You must spend 1 attack or 1 action to fasten or remove the blade from the firearm. Once affixed you can make melee attacks with the weapon using your strength modifier for attack rolls and damage rolls—a damage value in parentheses appears with this property.

Bayonets are unwieldy and hinder your accuracy. You have disadvantage on ranged attacks made with a firearm with an affixed bayonet.

Misfire. Whenever you make an attack roll with a firearm, grenade, or piece of artillery, and the dice roll is equal to or lower than the item's Misfire score, you misfire and the attack misses. A misfired firearm or piece of artillery cannot be used again until you spend an action to try and repair it.

To repair a firearm, you must make a successful Dexterity (Tinker's Tools) check with a DC equal to 8 + Misfire score. If your check fails, the weapon is broken and must be mended out of combat at a quarter of the cost of the firearm.

Point-blank. This firearm fires a compact burst of shot, highly effective up close, but quickly losing its lethality at longer ranges. Reduce the damage of the weapon by 1 die for every 10 feet you are from your target.

For example, a blunderbuss deals its maximum of 4d4 piercing damage to targets that are adjacent (5 feet away). However, it deals 3d4 piercing damage to targets that are 10 feet away, and only 1d4 piercing damage to targets that are 30 feet away.

Reload. This weapon can be fired a number of times equal to its Reload score before you must spend half your movement and either 1 attack or 1 action to reload.

Scatter. When you hit a target with a scatter weapon, each creature within 5 feet of the target must succeed on a Dexterity saving throw (DC = 8 + your proficiency bonus + your Dexterity modifier) or take the same damage as your target. This attack cannot benefit from the Sneak Attack feature.

A weapon with the scatter property cannot attack beyond its normal range, and must use the hailshot ammunition.

Grenades

Handheld, fuse-lit explosives, grenades are thrown weapons with a 20 ft / 60 ft range. Each grenade specifies its blast radius, damage, effects, saving throw, and Misfire score in its description. You can throw a grenade as a ranged attack using your Strength modifier for the attack roll, but do not add your Strength modifier to the damage.

When you make a ranged attack with a grenade, you select a **target point** to attack. The point has an AC of 10 and gains the benefit of cover as usual, increasing to an AC of 12 if it is behind half cover, or 15 if it is behind three-quarters cover. If you target a point over a wall or behind a barrier, the point is considered to have three-quarters cover and the range of your attack is halved.

On a hit the grenade detonates centered on the target, and each creature within the grenade's blast radius must make a saving throw or suffer the grenade's effects. If you miss, the grenade bounces away harmlessly and fails to detonate.

When you score a critical hit with a grenade, instead of dealing additional damage, all creatures caught in the grenade's blast radius have disadvantage on saving throws against the grenade's initial effect. When you misfire with a grenade attack, you misjudge the length of the fuse, and it detonates centered on you.

Portfire Grenade (Misfire 3). A crude bomb, no more than a ball of iron filled with gunpowder. When a portfire grenade detonates, each creature within a 10-foot-radius sphere from its detonation point must make a DC 12 Dexterity saving throw. A creature takes 3d6 fire damage on a failed save or half as much on a successful save.

Smokepot Grenade (Misfire 1). This grenade produces a thick, cloying smoke upon ignition. When a smokepot detonates, a 20-foot-radius sphere of smoke emerges from the detonation point. The smoke cloud spreads around corners, and its area is heavily obscured. The smoke lingers for 10 minutes or until the stinkpot is snuffed out.

Each creature that is completely within the smoke at the start of its turn must make a DC 13 Constitution saving throw. On a failed save, the creature has disadvantage on attack rolls made before the end of their next turn as they cough up smoke.

A creature within the smoke can make a DC 13 Intelligence (Investigation) check to locate and snuff out the smokepot, dispersing the cloud at the end of their next turn. A moderate wind (at least 10 miles per hour) disperses the smoke after 4 rounds. A strong wind (at least 20 miles per hour) disperses it after 1 round.

Special Weapons

New weapons with special rules are described here.

Blowpipe. A blowpipe launches a small arrow, often laced with poison. A blowpipe only deals 1 damage, which cannot be increased by class features or gambits such as Sneak Attack or *hunter's mark*. If you are hidden and use a blowpipe to attack a surprised creature you do not give away your location, even if your attack hits.

Bolas. A Large or smaller creature hit by a bolas is knocked prone and is unable to stand until it is freed. A creature can use its action to make a DC 10 Strength check, freeing itself or another creature within reach on a success. Dealing 5 slashing damage to the bolas (AC 10) also frees the creature without harming it, ending the effect and destroying the bolas.

When you use an action, bonus action, or reaction to attack with a bolas, you can make only one attack regardless of the number of attacks you can normally make.

Cavalry Lance. You can only make attacks with a cavalry lance while mounted. If you move at least 20 feet toward a target before making an attack with a cavalry lance, the weapon's damage die increases by 2d4.

Hand Coehorn. A small handheld mortar, this firearm uses grenades as ammunition. When you attack with a hand coehorn, you can target a point outside thrown range. Each grenade functions as noted in its description.

Use the hand coehorn's Misfire score when making ranged attacks. On a misfire the grenade does not detonate, though it is expended, and the hand coehorn cannot be used again until it is repaired.

Coat Pistols

Gunstock Club

Long Knife

Blowpipe

Bolas

Hand Coehorn

Weapon List

Name	Cost	Damage	Weight	Properties	Normal / Long Range
Simple Melee Weapons					
Club	2*s*	1d4 bludgeoning	2 lb.	Light	—
Dagger	2*s*	1d4 piercing	1 lb.	Finesse, light, thrown	20 ft / 60 ft
Gunstock club	£1, 10*s*	2d4 bludgeoning	4 lb.	Heavy, two-handed	—
Handaxe	10*s*	1d6 slashing	2 lb.	Light, thrown	20 ft / 60 ft
Long knife	10*s*	1d4 slashing	3 lb.	Finesse, versatile (1d6)	—
Spontoon	15*s*	1d8 piercing	6 lb.	Two-handed, reach	—
War spear	5*s*	1d8 piercing	3 lb.	Two-handed, thrown	30 ft / 90 ft
Simple Ranged Weapons					
Bolas	10*s*	1d4 bludgeoning	2 lb.	Finesse, light, thrown, special	15 ft / 45 ft
Carbine, blunderbuss	£3	4d4 piercing	7 lb.	Two-handed, reload 1, misfire 3, point-blank, bayonet (1d8 piercing)	35 ft / —
Carbine, double	£33	6d4 piercing	12 lb.	Two-handed, reload 2, misfire 2, point-blank	55 ft / —
Carbine, fusil	£7	2d8 piercing	6 lb.	Two-handed, reload 1, misfire 1	40 ft / 160 ft
Musket, brown bess	£4, 10*s*	2d8 piercing	10 lb.	Heavy, two-handed, reload 1, misfire 2, bayonet (1d8 piercing)	60 ft / 240 ft
Pistol, coat	£2, 10*s*	1d12 piercing	2 lb.	Light, reload 1, misfire 2	20 ft / 80 ft
Pistol, dragon	£10, 10*s*	2d6 piercing	4 lb.	Reload 1, misfire 3, scatter	10 ft / —
Pistol, turnover	£22	2d4 piercing	3 lb.	Versatile (2d6), reload 2, misfire 2	25 ft / 100 ft
Shortbow	£2, 10*s*	1d6 piercing	2 lb.	Two-handed	80 ft / 320 ft
Martial Melee Weapons					
Boarding axe	£3	1d8 slashing	3 lb.	Heavy, versatile (1d10), thrown	15 ft / 45 ft
Cavalry lance	£2, 10*s*	2d4 piercing	4 lb.	Reach, two-handed, special	—
Cuttoe	£2	1d8 slashing	2 lb.	Light	—
Greatsword	£5	2d6 slashing	6 lb.	Heavy, two-handed	—
Halberd	£2	1d10 slashing	6 lb.	Heavy, reach, two-handed	—
Longsword	£1, 10*s*	1d8 slashing	3 lb.	Versatile (1d10)	—
Rapier	£2, 10*s*	1d8 piercing	2 lb.	Finesse	—
Shortsword	£1	1d6 piercing	2 lb.	Finesse, light	—
Martial Ranged Weapons					
Blowpipe	£1, 10*s*	1 piercing	1 lb.	Light, reload 1, special	25 ft / 100 ft
Carbine, cavalry	£10, 10*s*	2d10 piercing	7 lb.	Two-handed, reload 1, misfire 1	50 ft / 200 ft
Carbine, fowler	£16	2d8 piercing	8 lb.	Two-handed, reload 1, misfire 3, scatter	30 ft / —
Grenade, portfire	£2	3d6 fire	2 lb.	Thrown, grenade, misfire 3	20 ft / 60 ft
Grenade, smokepot	£4	—	2 lb.	Thrown, grenade, misfire 1	20 ft / 60 ft
Hand coehorn	£26, 10*s*	varies	9 lb.	Heavy, reload 1, misfire 3, special	60 ft / 240 ft
Longbow	£5	1d8 piercing	2 lb.	Heavy, two-handed	150 ft / 600 ft
Musket, charleville	£36	2d12 piercing	9 lb.	Heavy, two-handed, reload 1, misfire 2, bayonet (1d10 piercing)	70 ft / 280 ft
Musket, liège	£12	2d10 piercing	10 lb.	Heavy, two-handed, reload 1, misfire 2, bayonet (1d10 piercing)	60 ft / 240 ft
Pistol, dueling	£15	2d8 piercing	2 lb.	Light, reload 1, misfire 1	35 ft / 140 ft
Pistol, highland	£5	2d6 piercing	3 lb.	Versatile (2d8), reload 1, misfire 2	30 ft / 120 ft
Rifle, jäger	£42, 10*s*	3d10 piercing	10 lb.	Heavy, two-handed, reload 1, misfire 3	80 ft / 320 ft
Rifle, pennsylvania	£17, 10*s*	3d8 piercing	12 lb.	Heavy, two-handed, reload 1, misfire 3	120 ft / 480 ft

Campaign Expenses

On campaign, you need to pay for goods. You can craft items with the tools you are proficient with, as shown on the Tools & Supplies table. For every day of downtime you spend Crafting, you can craft (or make progress on) one or more items with a total market value not exceeding 10*s*, and you must expend raw materials worth half the cost.

Ammunition

Arm yourself with special shot to gain an edge in battle.

Cartridge. Paper cartridges hold a pre-measured amount of gunpowder and shot, sealed with wax or animal fat. It is the standard ammunition for the Continental Army, reliable and relatively cost-effective.

Patch. A wad of lubricated patch around a musket ball forms a tight seal inside the barrel, allowing the shot to travel further. When using patch ammunition, double your firearm's normal and long range and increase its Misfire score by 1. You can only use patch ammunition with a heavy firearm, such as a musket or rifle.

Hailshot. When using hailshot ammunition, your firearm gains the scatter property, but its damage is reduced by 1 die. For example, a brown bess musket loaded with hailshot deals only 1d8 damage.

If the weapon already has the scatter property, it deals full damage. You can only use hailshot ammunition with a musket or a weapon that has the scatter property.

Accessories

Accessories can be attached to a weapon, armor, or a set of clothing. An item can only have one accessory attached. You can attach or detach one accessory during a long rest, provided you are proficient in the tools required to create the accessory.

Hidden Pocket (requires attunement). This accessory can be added to any set of clothing or armor. A creature with a hidden pocket can equip one additional light weapon and has advantage on Dexterity (Sleight of Hand) checks made to conceal the weapon.

Masterwork Grip, +1. This accessory replaces the grip of any weapon. The weapon gains the masterwork property, gaining a +1 bonus on attack rolls.

Sawtooth Edge. This accessory replaces the blade of any slashing weapon. Attacks made with this weapon deal an additional 1d6 damage.

Whalebone Brace (requires attunement). This accessory can be added to any piece of armor or clothing. While wearing the armor or clothing with this attachment, your Strength score is increased by 2, as is your maximum for that score.

Sundries

Sutlers are stocked with a variety of supplies.

Broadsheets. Large single-sheet prints containing announcements, simple engravings, or propaganda. In a settlement you can spend 4 hours handing out or posting these papers. You can reduce the time it takes by 1 hour for each creature willing to spread the word, to a minimum of 1 hour. Once disseminated, you gain a +2 bonus on Charisma checks that relate to the broadsheet's message for the next 7 days, or until a rebuttal is distributed countering your claim.

Tools & Supplies

Name	Cost	Weight	Craft Time
Calligrapher's Supplies	£1	7 lb.	—
Broadsheets	£5	—	10 days
Carpenter's Tools	15*s*	6 lb.	—
Arrows (20)	2*s*	1 lb.	⅛ day
Snowshoes	£2, 10*s*	5 lb.	5 days
Cook's Utensils	2*s*	8 lb.	—
Hartshorn	10*s*	—	1 day
Rations (2 days)	2*s*	4 lb.	⅛ day
Tallow	3*s*	1 lb.	⅛ day
Forgery Kit	£1, 10*s*	5 lb.	—
Counterfeit dollars ($10)	10*s*	—	1 day
Herbalism Kit	10*s*	3 lb.	—
Antitoxin (vial)	£5	—	10 days
Poultice of healing	£5	½ lb.	10 days
...of greater healing	£10	½ lb.	20 days
Gunsmith's Tools	£5	9 lb.	—
Masterwork grip (+1)	£15	—	30 days
Leatherworker's Tools	10*s*	5 lb.	—
Military saddle	£2	30 lb.	4 days
Whalebone brace	£20, 10*s*	—	41 days
Munitions Kit	£2, 10*s*	10 lb.	—
Cartridge rounds (10)	10*s*	1 lb.	1 day
Hailshot rounds (5)	£1	½ lb.	2 days
Patch rounds (5)	£1	½ lb.	2 days
Poisoner's Kit	£5	2 lb.	—
Bloodroot	£17	—	34 days
Deadly nightshade	£21, 10*s*	—	43 days
Hellebore	£8, 10*s*	—	17 days
Poison sumac	£7	—	14 days
Viper venom	£10	—	20 days
Wasp venom	£2	—	4 days
Water hemlock	£18, 10*s*	—	37 days
Widow's bite	£5	—	10 days
Smith's Tools	£2	8 lb.	—
Lantern, hooded	10*s*	2 lb.	1 day
Sawtooth edge	£12	—	24 days
Thieves' Tools	£2, 10*s*	1 lb.	—
Hunting trap	10*s*	25 lb.	1 day
Tinker's Tools	£5	10 lb.	—
Vent pick	£1	—	2 days
Weaver's Tools	2*s*	5 lb.	—
Hidden pocket	£7	—	14 days
Hunting shirt	£28	6 lb.	56 days
Wampum belt	£2	—	4 days

Hartshorn. Distilled from crushed deer antlers, these smelling salts can be used to rejuvenate a creature. When you spend Hit Dice to recover during a short rest, you can use these salts to reroll a 1 or a 2. You must use the new roll, even if it is a 1 or a 2. The hartshorn is expended after use.

Hunting Shirt (requires attunement). This finely-crafted lightweight clothing improves mobility. While wearing a hunting shirt your Dexterity score is increased by 2, as is your maximum for that score, as long as you aren't wearing any armor.

Poultice of Healing. This poultice full of herbs can be applied to your wounds as an action to regain 2d4 + 2 hit points.

Poultice of Greater Healing. Full of rare herbs and medicines, this poultice can be applied to your wounds as an action to regain 4d4 + 4 hit points.

Snowshoes. Worn over your shoes, snowshoes come complete with ice grippers. While wearing snowshoes, you can walk on top of deep snow and ice without reducing your movement and have advantage on Dexterity (Acrobatics) checks to avoid snow and ice terrain effects. If you fall prone while wearing snowshoes, they are destroyed.

Tallow. Equivalent to 2 pints of oil, this rendered fat can be burned in lanterns to provide light. You can also create 1 round of patch ammunition by combining a pound of tallow with 1 cartridge round.

Vent Pick. This pick is used to repair a broken firearm outside of combat. It takes 1 minute to repair the firearm and the pick is expended after use.

Poisons

A drop of poison in the right place can be worth a hundred trained soldiers. Some native war parties are feared for their deadly arrow poisons, particularly those of the southern woodlands nations like the Cherokee, Creek, and Seminole. All poisons have at least one of the following vectors.

Contact. A creature that touches contact poison with exposed skin suffers its effects. As an action, you can make a Dexterity (Sleight of Hand) check to apply a contact poison onto a creature with exposed skin. On a failure the creature catches you in the act.

Ingested. A creature must swallow an entire dose of ingested poison to suffer its effects. Your GM might decide that a partial dose has a reduced effect, such as allowing advantage on the saving throw, dealing only half damage on a failed save, or some other reduction in potency.

Injury. A creature that takes slashing or piercing damage from a weapon or arrow coated with injury poison is exposed to its effects. A single dose can coat one slashing or piercing weapon or up to three arrows. Applying injury poison to a weapon or an arrow takes an action. Once applied, the poison retains potency for 1 minute before drying.

Available Poisons

While most poisons are illegal, any good reprobate knows where to look. If you are proficient with the poisoner's kit or have the Thieves' Cant feature, you can buy raw materials for poisons without attracting unwanted attention.

Bloodroot (injury or contact). Extracts from this escharotic plant lesion and burn on contact. A creature subjected to this poison must make a DC 12 Constitution saving throw, taking 1d12 poison damage on a failed save or half as much damage on a successful one. When used as a contact poison, an exposed creature has disadvantage on their initial saving throw against this poison. On a failed save the creature must repeat the saving throw at the start of each of its turns, taking 1d6 poison damage on each subsequent failure. After a successful save the effect ends.

Deadly Nightshade (injury or ingested). Perhaps the most infamous poison, it is said that as few as three berries can kill an adult. A creature subjected to this poison must make a DC 12 Constitution saving throw or suffer 1d4 levels of exhaustion on a failed save, or half as many levels on a successful one. When used as an injury poison, an exposed creature has advantage on their saving throw against this poison.

Hellebore (injury or ingested). Often used as an emetic to restore humoral balance, the roots of this purple flower are toxic. A minute after exposure, a creature subjected to this poison must succeed on a DC 11 Constitution saving throw or begin to feel queasy. For the next minute, an affected creature must roll 1d4 at the start of each of its turns. On a 1, a creature retches and can take no action or reaction this turn. On a 2-4 the creature behaves normally. When ingested, a creature has disadvantage on their saving throw against this poison.

Poison Sumac (contact). This plant and its relatives cause skin to itch and bubble. A creature exposed to the oils of this plant must make a DC 11 Constitution saving throw 1d4 minutes after initial contact, or become poisoned.

Smoke from burning this plant can restrict the lungs, making it difficult to breathe. As an action a poisoner can light a bushel of sumac, creating a 5-foot cube of toxic fumes. Any creature inhaling the fumes from the burning sumac must succeed on a DC 11 Constitution saving throw or immediately become poisoned and unable to speak or cast gambits with vocal components. Soaking a rag in water and placing it over the mouth and nose grants advantage on saving throws to resist inhaling the fumes.

A creature poisoned by sumac suffers 1 level of exhaustion until it completes a long rest.

Viper Venom (injury). This hemotoxic poison can be found in most venomous snakes of North America. A creature subjected to this poison must make a DC 13 Constitution saving throw or take 3d6 poison damage on a failed save or half as much damage on a successful one.

Wasp Venom (injury). Harvested from the venom of bees and wasps, this poison is more painful than harmful. A creature subjected to this poison must make a DC 10 Constitution saving throw or take 1d4 poison damage.

Water Hemlock (contact or ingested). One of the most violently toxic plants of North America, exposure can cause seizures and erratic behavior. A creature subjected to this poison must succeed on a DC 13 Constitution saving throw or be poisoned for one minute. While poisoned, the creature is confused as if under the effect of the *confusion* gambit. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Widow's Bite (injury). This poison can be harvested from spiders to create a troublesome stinging sensation. A creature subjected to this poison must make a DC 11 Constitution saving throw or become poisoned for 1 hour.

Artillery Rules

Fearsome weapons that can devastate battlefields, a piece of artillery requires a crew to operate efficiently. A crew member serving as a gunner can add their proficiency bonus to artillery attacks if they are proficient in martial weapons.

Depending on the **ordnance** used, an artillery attack targets either a single creature, object, or vehicle, or a target point. An ordnance that has an area of effect, such as a line, cone, or radius, targets a single point in range and uses the point's AC to resolve the attack as described below.

A piece of artillery can only fire in a straight line in the direction the piece's muzzle is facing. To target something outside of this facing, the crew can maneuver the piece with the Reposition crew action, and the gunner, can rotate the piece slightly as part of the Aim & Fire action.

If a creature serves as a gunner it uses its Intelligence modifier when setting the saving throw DC for ordnance effects and when making artillery attacks.

Artillery save DC = 8 + gunner's proficiency bonus + gunner's Intelligence modifier

Artillery attack modifier = gunner's proficiency bonus + gunner's Intelligence modifier

Ballistics & Trajectory

When a gunner makes an artillery attack with area of effect ordnance, they select a **target point** to attack. The point has an AC of 10 and gains the benefit of cover as usual, increasing to an AC of 12 if it is behind half cover, or 15 if it is behind three-quarters cover. If a mortar targets a point over a wall or behind a barrier, the point is considered to have three-quarters cover and the attack's range is halved.

On a hit, each creature in the area of effect must make a Dexterity saving throw. A vehicle or object in the area of effect must make a Constitution saving throw instead. Targets within the area take the artillery piece's damage on a failed save, or half as much damage on a successful one. When a gunner scores a critical hit with area of effect ordnance, instead of dealing additional damage, the creatures objects, and vehicles caught in the blast have disadvantage on their saving throw and do not benefit from their damage threshold.

An ordnance fired in a line or cone continues its path until it reaches its target point, unless it strikes a solid barrier such as a fortification, vehicle, or protective terrain. Small walls, picket fences, or loose vegetation may provide a cover bonus but are insufficient to block the path of the ordnance.

Crew Actions

The crew acts together to perform the following cooperative crew actions. A piece of artillery cannot be operated by more than the maximum crew listed in the piece's entry.

- **Aim & Fire.** The gunner aims the piece, allowing it to rotate up to 45°, and then makes an artillery attack with the loaded ordnance. Decrease the Misfire score by 2, for every 2 crew members who took the Aim & Fire action this round.
- **Search & Clear.** In the result of a misfire, the crew can attempt to repair the piece using a Dexterity (Munitions Kit) check. For every 2 crew members that took the Search & Clear action this round, add 2 to the result of the check.
- **Swab & Reload.** The crew prepares and loads the piece. Roll a d6, adding 1 to the result for every two crew members that took the Swab & Reload action this round. On a 6 or higher, the piece is reloaded. A piece of artillery cannot be fired and reloaded in the same round.
- **Reposition.** Using handles or wheel spokes, the crew maneuvers the piece. For every two crew members who took the Reposition action this round, the piece of artillery can either move 5 feet or rotate up to 45°.

Most crew actions require a die roll, which is made by the last crew member to act in the round. If that crew member is prevented from taking the crew action they had planned, another crew member can use their reaction to make the roll.

Ordnance

Type of Shot	Range Multiplier	Damage Dice	Area of Effect	Description
Cannister shot	⅓ range	⅓ dice	15 feet wide line	A thin metal canister filled with musket balls, this shot fires as a line that is 15 feet wide for a length equal to ⅓ the piece's range, centered on the muzzle. The blast deals no damage beyond normal range.
Round shot	⅔ range	⅔ dice	5 feet wide line	Standard artillery ordnance, an iron cannonball. This shot fires as a line that is 5 feet wide for a length equal to ⅔ the piece's range, centered on the muzzle. Targets at long range have advantage on their saving throws.
Wadded shot	—	full dice	—	An accurate shot, packed tight for use against ships and objects, which can only target a single Huge or larger target. Depending on the caliber of the piece, this shot may be more effective against Fortifications.

Chapter 5: Gambits

"An army of principles can penetrate where an army of soldiers cannot."
—Thomas Paine

This chapter provides the rules for casting gambits, a more mundane interpretation of spells. The source of these abilities varies from person to person. Rangers use ingenuity, gumption, and perseverance to create powerful physical effects, utilizing natural terrain and a trusty shovel or axe. Firebrands are eloquent orators who can use their words to enlighten and inspire, or to sow discord through all who hear them.

What is a Gambit?

A gambit is a ploy or stratagem used to gain the upper hand. Whether in a social setting or on a battlefield, when a person casts a gambit, they are using the environment and materials available to them to create a discrete effect. While inherently non-magical, gambits are treated as magic for the purposes of *detect magic* or other effects that reference spells or magic. Players are encouraged to come up with clever explanations for the effects of spells not described in the *Nations & Cannons* rules.

The gambits described in this chapter are often based on real events from the American Revolution. In 1778, Benjamin Tallmadge developed the Culper Ring, an *intelligence network* used to gather information for the patriots during the British occupation of New York. David Bushnell, the inventor of the world's first submarine, used *foxfire* to illuminate the barometer of *The Turtle*. Practitioners of *leechcraft* were adamant that American leeches were worthless and offered a reward for anyone that could breed European leeches in North America.

Flintlock Fantasy

The *Nations & Cannons* rules are compatible with more magical settings, such as a historical setting with witchcraft and supernatural elements, or custom fantasy worlds where musketiers fight arm in arm with mages. Whether battling dragons with artillery or playing a *Benjamin Franklin, Banshee Slayer* narrative, a player should consult with their GM about which new gambits classes other than firebrand and ranger should get access to.

Adapting Spells

Some spells have properties that are difficult to interpret as mundane effects. While a ranger could justify *barkskin* as armor fashioned from scavenged materials, it's harder to explain why *barkskin* ends after a failed concentration check. Perhaps they made a mistake and the armor happens to fall apart in that moment, or perhaps the ranger's cry of pain causes their ally to jerk around clumsily, breaking the armor.

New Gambits

Firebrand Gambits

Cantrips (0 Level)
Foxfire

1st Level
Barbed Spike
Dead Drop
Entrap
Non Sequitur
Rhetoric

2nd Level
Castigate
Leechcraft
Sally Forth
Stock and Barrel

3rd Level
Beyond Reproach
Harsh Invective
Ignite Fervor
Intelligence Network

4th Level
Esprit de Corps
Fusillade
To the Gallows

5th Level
Eye of Reason
Ruse de Guerre
Summon Company

Ranger Gambits

1st Level
Barbed Spike
Create Draught
Dead Drop
Entrap
Escalade
Fog of War
War Paint

2nd Level
Blowback
Improvised Artillery
Portage
Ricochet
Stock and Barrel

3rd Level
Create Tincture
Fougasse
Logjam
Stinkpot

4th Level
Defensive Position
Flash Bomb
Fusillade

5th Level
Ruse de Guerre
Summon Company

Barbed Spike

1st-level transmutation (ritual)

Casting Time: 1 minute
Range: Touch
Components: S, M (an iron spike worth 10s which the gambit consumes)
Duration: Permanent

You use a hammer to drive a large spike into the vent of a piece of artillery or the hinge of a door, chest, or hatch. A spiked piece cannot fire, and a spiked hinge cannot open—as if the object were locked—until the spike is pried out.

As an action, a creature can attempt to remove the spike using a strong pair of pliers. The creature must succeed on a Strength (Blacksmith's Tools) or Strength (Carpenter's Tools) check against your gambit save DC to pull the spike out. On a failure, the spike is too wedged in to remove easily. Any subsequent check to remove the spike takes a full minute.

If no appropriate tools are available, a creature can attempt a Strength (Athletics) check to remove the spike by hand, but does so with disadvantage. If *knock* is cast on an object affected by *barbed spike*, the spike is immediately removed and the object can function normally.

Beyond Reproach

3rd-level abjuration

Casting Time: 1 hour
Range: Self
Components: V, M (a combination of clothing, makeup and forged documentation worth at least £7 which the gambit consumes)
Duration: Until discovered

With an elaborate combination of forged documents, a clever disguise, and a change in your pose and dialect, you create a cover identity. You can use this cover identity to move about unaccosted by those that might otherwise be suspicious of your actions, such as walking through an enemy camp or hostile town. Unless you give onlookers a reason to doubt your identity, your disguise holds up.

Your disguise is impeccable, requiring a successful Intelligence (Investigation) check against your gambit save DC to be exposed. If a creature sees through your disguise, it will accost you and become hostile. Word will quickly spread and your cover identity will be blown, unless the creatures that saw through the disguise are dispatched.

Instead of creating a cover identity, you can attempt to create an impersonation of a specific individual. The target of your impersonation must make a Charisma saving throw, which is modified by how well you know the target and the sort of material objects you possess that are related to it. This roll is made in secret by the GM. Regardless of the result, the creature is unaware that you attempted to create an impersonation unless it sees you in disguise (a creature automatically recognizes an impersonation of itself) or is informed of your actions.

Knowledge	Save Modifier
Secondhand (you have heard of the target)	+5
Firsthand (you have met the target)	+0
Familiar (you know the target well)	–5
Material Objects	**Save Modifier**
Likeness or portrait	–2
Possession or garment	–4
Official documentation stating your identity	–10

On a successful save, your impersonation does not pass muster and creatures familiar with the target will identify you as an impostor on sight. On a failed save, your impersonation is uncanny and your cover identity functions as normal, not rousing suspicion unless you give a creature a reason to doubt you.

Blowback

2nd-level evocation

Casting Time: 1 reaction, which you take in response to being in the effect radius of a grenade
Range: Self
Components: S, M (loaded firearm)
Duration: Instantaneous

Reacting on instinct, you shoot at a grenade hurtling toward you, miraculously deflecting or disabling it. Make a ranged attack with a loaded firearm and compare the result to the attack roll made to throw the grenade. If your result is higher than the attack, you deflect the grenade back and it detonates centered on the creature that threw it. If you roll lower than the attack, your shot still manages to disable the grenade, causing it to land harmlessly on the battlefield. A grenade launched from a firearm or mortar cannot be deflected, only disabled by *blowback*.

If you roll a misfire, you miss your opportunity to dodge, automatically failing your Dexterity saving throw to avoid the grenade's initial effect.

Castigate

2nd-level divination

Casting Time: 1 bonus action
Range: 60 feet
Components: V
Duration: 8 hours

You vociferously berate an opponent within range who has lied to you or who has otherwise misled you or others. The creature must have recently attempted to deceive you or others, and be able to see, hear and understand you. The creature must make a Charisma saving throw or be cursed with 1 level of exhaustion and disadvantage on Wisdom saving throws for the duration.

The creature has disadvantage on their save if you use hard evidence to support your claim as a material component.

Create Draught

1st-level necromancy

Casting Time: 1 minute
Range: Self
Components: S, M (gathered herbs and plants, or venom)
Duration: 8 hours

You create a draught of poison or medicine using a variety of venoms and plants. When used to create medicine the draught functions as a Poultice of Healing. When used to create a poison it creates a single dose of any of the following poisons: Hellebore, Poison Sumac, Wasp Venom, or Widow's Bite.

Draughts created by this gambit function as described in chapter 4, except they cannot be sold and degrade after 8 hours if not utilized.

At Higher Levels. When cast as a 2nd level or higher gambit you create an additional draught for each level above 1st.

Create Tincture

3rd-level necromancy

Casting Time: 1 minute
Range: Self
Components: S, M (gathered herbs and plants, or venom)
Duration: 8 hours

You create a tincture of poison or medicine utilizing rare plants and venoms. When used to create medicine the tincture functions as a Greater Poultice of Healing. When used to create a poison it creates a single dose of any of the following poisons: Bloodroot, Deadly Nightshade, Viper Venom, or Water Hemlock.

Tinctures created by this gambit function as described in chapter 4, except they cannot be sold and degrade after 8 hours if not utilized.

At Higher Levels. When cast as a 4th level or higher gambit you create an additional tincture for each level above 3rd.

Dead Drop

1st-level divination

Casting Time: 10 minutes
Range: 1 mile
Components: M (nearby town or settlement)
Duration: Permanent

You find a nearby cache of ammunition and rations stored by members of your cause. The cache is full of enough rations to feed your companions for one day and some additional supplies, which cannot be sold. Roll a d12 and consult the table for the supplies.

d12	Supplies
1-2	3 lb. of tallow and £1 worth of ammunition
3-7	£2 worth of ammunition
8-9	Two vent picks and £1 worth of ammunition
10	One poultice of healing
11	Two portfire or one smokepot grenade(s)
12	A cryptic clue, as determined by the GM

While at this cache you can leave a hidden message of 25 words or less visible to a creature loyal to your cause, or a specific creature with whom you are familiar. Any creature who finds the cache can search the location with an Intelligence (Investigation) check against your gambit save DC. On a success they locate your hidden message.

To locate the *dead drop* you must be near the outskirts of a settlement where there are partisans loyal to your cause. The number of caches within a mile of the settlement is determined by the GM, based on the local population and loyalty to your cause. On average caches are restocked once a week.

Defensive Position

4th-level transmutation

Casting Time: 1 action
Range: Touch
Components: S, M (a barrier that provides cover)
Duration: Concentration, up to 10 minutes

Using nearby wood, stone, or iron, you reinforce part of a wall or an area of natural terrain to withstand an oncoming artillery barrage. Select a 15-foot line along a section of a barrier that provides cover. You reinforce this position, lightly fortifying it against artillery. The damage and remaining range of any ordnance that crosses the *defensive position* is reduced by half.

If the position is struck by any ordnance, it loses its reinforcement benefits. Until the gambit ends, you or an ally in the area can restore the reinforcement of the position by making a DC 15 Wisdom (Artisan's Tools) check as an action. Creatures have disadvantage on this check unless they use carpenter's tools or mason's tools.

If you maintain your concentration on this gambit for its whole duration, the position gains a Fortification Rating equal to twice your proficiency bonus, allowing it to block the path of ordnance instead of just weakening the blast. Every successful artillery attack made against the position reduces its Fortification Rating by 1.

If left unattended for 8 hours, the position loses its Fortification Rating.

Entrap

1st-level transmutation (ritual)

Casting Time: 1 minute
Range: Touch
Components: S, M (hunting trap or firearm)
Duration: Until disabled or triggered

Through tinkering, and a fair bit of cunning, you can set superior traps for your foes. Choose either a hunting trap or a firearm you are carrying. You can create a spring-gun trap (described below) or secure a hunting trap to improve its effectiveness.

An improved hunting trap is nearly impossible to detect, requiring a successful Intelligence (Investigation) check against your gambit save DC to be discerned. When a creature fails its Dexterity saving throw against an improved hunting trap, instead of the normal effects, the creature takes 1d8 piercing damage and is restrained. Each failed check to free a creature caught in an improved hunting trap deals piercing damage equal to your casting ability modifier to the trapped creature.

Environmental effects may destroy or reduce the potency of traps created by *entrap* left for longer than 24 hours. By spending 1 minute you can dismantle a trap you created and recover the item used to create it.

Spring-gun Trap

Mechanical trap

This trap triggers a firearm when a door or chest is opened, or when a creature walks through a trip wire.

When set with a trip wire, the wire is 3 inches off the ground and is stretched across a corridor no wider than 10 feet. The DC to spot the trip wire is 10 + the creator's proficiency bonus.

When set within a chest, or door, or other object with a hinge, the firearm is triggered when the object is opened. The DC to spot the mechanism is 12 + the creator's proficiency bonus.

A successful DC 13 Dexterity check using thieves' tools disables the spring-gun trap harmlessly. On a failed check, the trap triggers.

When the spring-gun trap is triggered, it makes a ranged attack with a +5 bonus against the creature that triggered it. On a hit, it deals the firearm's base damage (and does not add an ability modifier or any other additional damage). On a misfire, the firearm is destroyed and cannot be recovered.

Spring-guns and Scatter

A firearm with the scatter property (or a musket loaded with hailshot ammunition) can be used in a spring-gun trap. If the spring-gun hits the creature that triggered it, each creature within 5 feet of the target of the trap must make a DC 13 Dexterity saving throw or take the same damage.

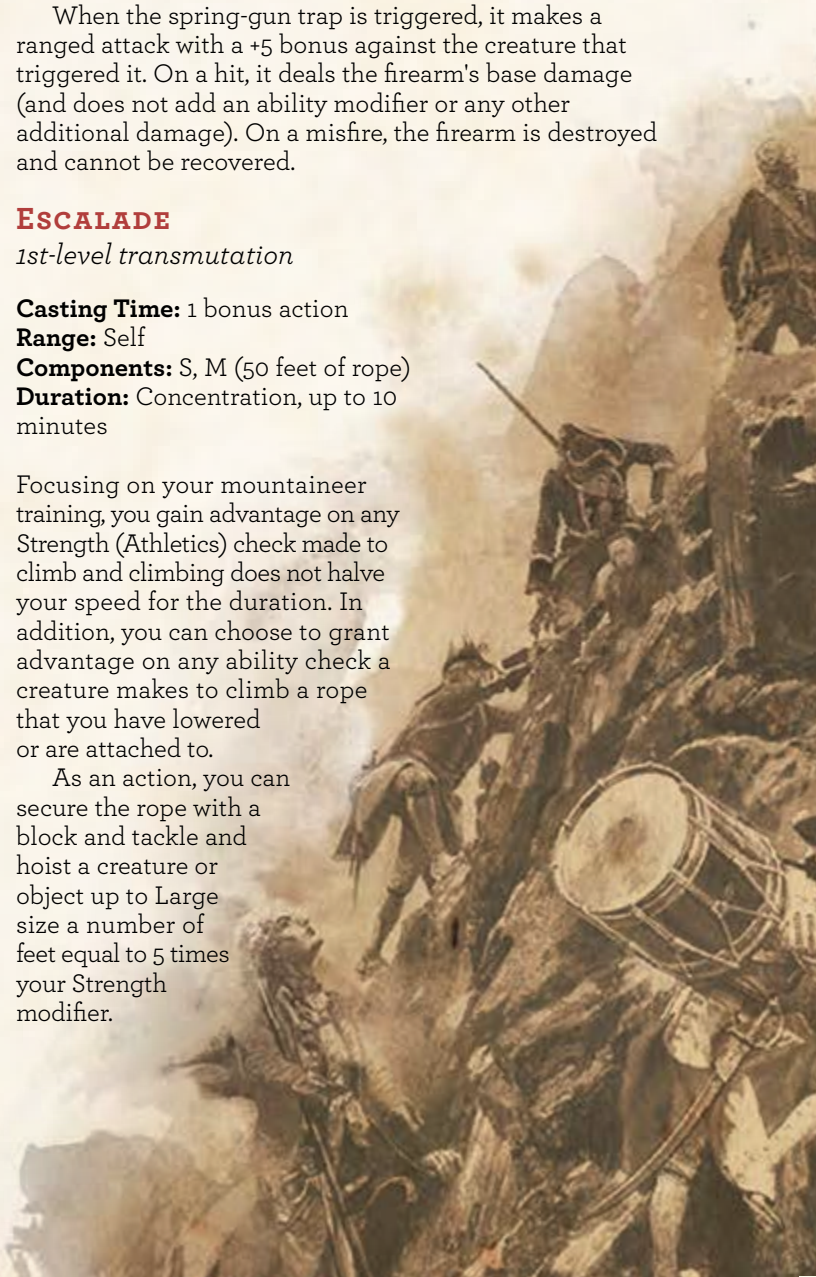
Escalade

1st-level transmutation

Casting Time: 1 bonus action
Range: Self
Components: S, M (50 feet of rope)
Duration: Concentration, up to 10 minutes

Focusing on your mountaineer training, you gain advantage on any Strength (Athletics) check made to climb and climbing does not halve your speed for the duration. In addition, you can choose to grant advantage on any ability check a creature makes to climb a rope that you have lowered or are attached to.

As an action, you can secure the rope with a block and tackle and hoist a creature or object up to Large size a number of feet equal to 5 times your Strength modifier.



Esprit de Corps

4th-level abjuration

Casting Time: 1 action
Range: 60 feet
Components: V
Duration: Concentration, up to 1 minute

You bolster an ally with a rousing speech about devotion to your cause. Choose a creature you can see within range and that can hear and understand you as your champion. For the duration, your champion is immune to being frightened and charmed and gains 10 temporary hit points at the start of each of its turns.

When your champion scores a critical hit on an enemy creature, all hostile creatures within 5 feet of that target must succeed on a Charisma saving throw or suffer the effects of *bane* for this gambit's duration. This effect immediately ends for a creature if it is not within line of sight to your champion.

When the gambit ends, your champion loses any remaining temporary hit points from this gambit.

Eye of Reason

5th-level abjuration

Casting Time: 1 reaction, which you take when you cast a second gambit that requires concentration
Range: Self
Components: V
Duration: Special

Focusing on your most powerful convictions, you find the inner strength to do the impossible. Until this gambit ends, you can maintain concentration on two gambits simultaneously. If you fail any Constitution saving throw to maintain concentration, both gambits you are concentrating on—as well as *eye of reason*—immediately end. This gambit also ends if you willingly stop concentrating on either of the gambits you have already cast.

Flash bomb

4th-level conjuration

Casting Time: 1 minute
Range: Touch
Components: S, M (magnesium, potassium, and gunpowder)
Duration: 8 hours

Using a variety of reactive metals and gunpowder you create a grenade that makes a stunning blast as opposed to a fiery explosion. Any creature can throw the flashbomb grenade using their attack bonus. The flashbomb degrades after 8 hours if not utilized.

Flashbomb Grenade

Martial Weapon — Misfire 2

When a flashbomb detonates, each creature in a 20-foot-radius sphere of the detonation point must make a DC 15 Constitution saving throw. On a failure, a target takes 2d8 radiant damage and is stunned until the end of its next turn.

Fog of War

1st-level illusion

Casting Time: 1 bonus action
Range: Self
Components: S
Duration: Concentration, up to 10 minutes

Ducking out of view, you vanish from the eyes of your enemies. For the duration, you become heavily obscured as long as you remain behind cover and all Wisdom (Perception) checks made to detect your presence are made with disadvantage.

If you make an attack, cast a gambit, or move more than half your speed in a round, this gambit immediately ends.

Fougasse

3rd-level evocation

Casting Time: 1 hour
Range: Touch
Components: S, M (shovels and £6 worth of ammunition which the gambit consumes)
Duration: 24 hours

You dig a large pit and fill it with gunpowder, shot, and debris, constructing a fougasse that can be used as a primitive mortar or a deadly mine. Once dug, you choose if you create a mortar or a trap (described below). Each additional creature with a shovel willing to help dig the pit reduces the casting time by 10 minutes, to a minimum of a 10 minute casting time.

If you create a mortar, you designate a point within 120 feet as the target of the mortar. You do not need to have line of sight to this point, but you cannot change the target once the pit is dug. You can trigger the blast as an action, raining a hail of debris and shot down in a 15-foot radius 60-foot-tall cylinder centered on your target point. Any creature in the blast must succeed on a DC 13 Dexterity saving throw, taking 3d8 fire damage and 3d8 bludgeoning damage on a failed save, or half as much damage on a successful one.

If not detonated in 24 hours, the fougasse becomes unusable and the components cannot be recovered. Foul weather may make the fougasse unusable sooner.

Stone Mine

Mechanical trap

This trap uses a trip wire attached to a snaphaunce mechanism which ignites the buried powder. The tripwire is 3 inches off the ground and stretches between two trees or stakes. The DC to spot the tripwire is 10 + the creator's proficiency bonus. A successful DC 13 Dexterity check using thieves' tools disables the tripwire harmlessly. A character without thieves' tools can attempt this check with disadvantage using any edged weapon or tool.

When the trap is triggered, the mine detonates exploding in a 15-foot radius centered on the middle of the tripwire. Any creature in the blast must succeed on a DC 13 Dexterity saving throw, taking 3d8 fire damage and 3d8 bludgeoning damage on a failed save, or half as much damage on a successful one.

Foxfire

conjuration cantrip

Casting Time: 1 action
Range: 20 feet
Components: S, M (a vial of fungi)
Duration: 1 minute

You throw a handful of fungi and spores at a point within range, creating an eerie glow of bioluminescence. The area and all objects within glow with dim light in a 10-foot-radius for the duration. Any creature in the area when the gambit is cast must make a Dexterity saving throw or be outlined in dim light. For the duration, affected creatures have disadvantage on all Dexterity (Stealth) checks until they take an action to brush the glowing fungi and spores off. In addition, any creature investigating an object in the area can make Intelligence (Investigation) checks with advantage.

Fusillade

4th-level evocation

Casting Time: 1 bonus action
Range: Self (15-foot radius)
Components: V, S
Duration: Concentration, up to 1 minute

Firing the opening shot, you lead a withering barrage of fire. The next time you hit a Large or smaller target with a ranged weapon (or a Huge or larger target with a piece of artillery) you can forgo dealing damage to designate the target as your mark and force it to make a saving throw against one of the following suppressive fire effects:

- Your shot sunders your mark's defenses. The target must make a Strength saving throw. On a failure, the next attacker that deals damage to your mark before the start of your next turn can choose to reroll up to 4 of their damage dice. The new result must be used.
- You shoot at the sails, wheels, or legs of your mark. The target must succeed on a Dexterity saving throw or its speed is reduced to 0, it cannot benefit from any bonus to its speed, and it automatically fails any Dexterity ability checks and saving throws until the start of your next turn.
- You graze your mark, causing it to take evasive action. The target must succeed on a Constitution saving throw or lose its damage threshold and all resistances until the start of your next turn. If your mark is a creature, it also drops prone on a failed save.

Until the gambit ends, you can instruct nearby creatures to join the barrage. Each ally in a 15-foot radius centered on you can take a special action to make a suppressive fire attack against your mark—using a loaded firearm if the target is Large or smaller, or a loaded piece of artillery if the target is Huge or larger.

For the duration you can designate a new target for *fusillade* as a bonus action.

Harsh Invective

3rd-level enchantment

Casting Time: 1 action
Range: 60 feet
Components: V
Duration: Concentration, up to 1 minute

Your insults and curses wrack your opponent with pain. Choose a creature that you can see within range that can hear and understand you. That creature must make a Wisdom saving throw. On a failed save, the target takes 2d10 psychic damage, and has disadvantage on a saving throw of your choice for the duration.

Until the gambit ends, you may use a bonus action on each of your subsequent turns to inflict this damage again. If the target drops to 0 hit points before this gambit ends, you can use a bonus action on a subsequent turn to vex a new creature.

If you do not share a language with the target, it takes half as much damage and has advantage on its saving throw.

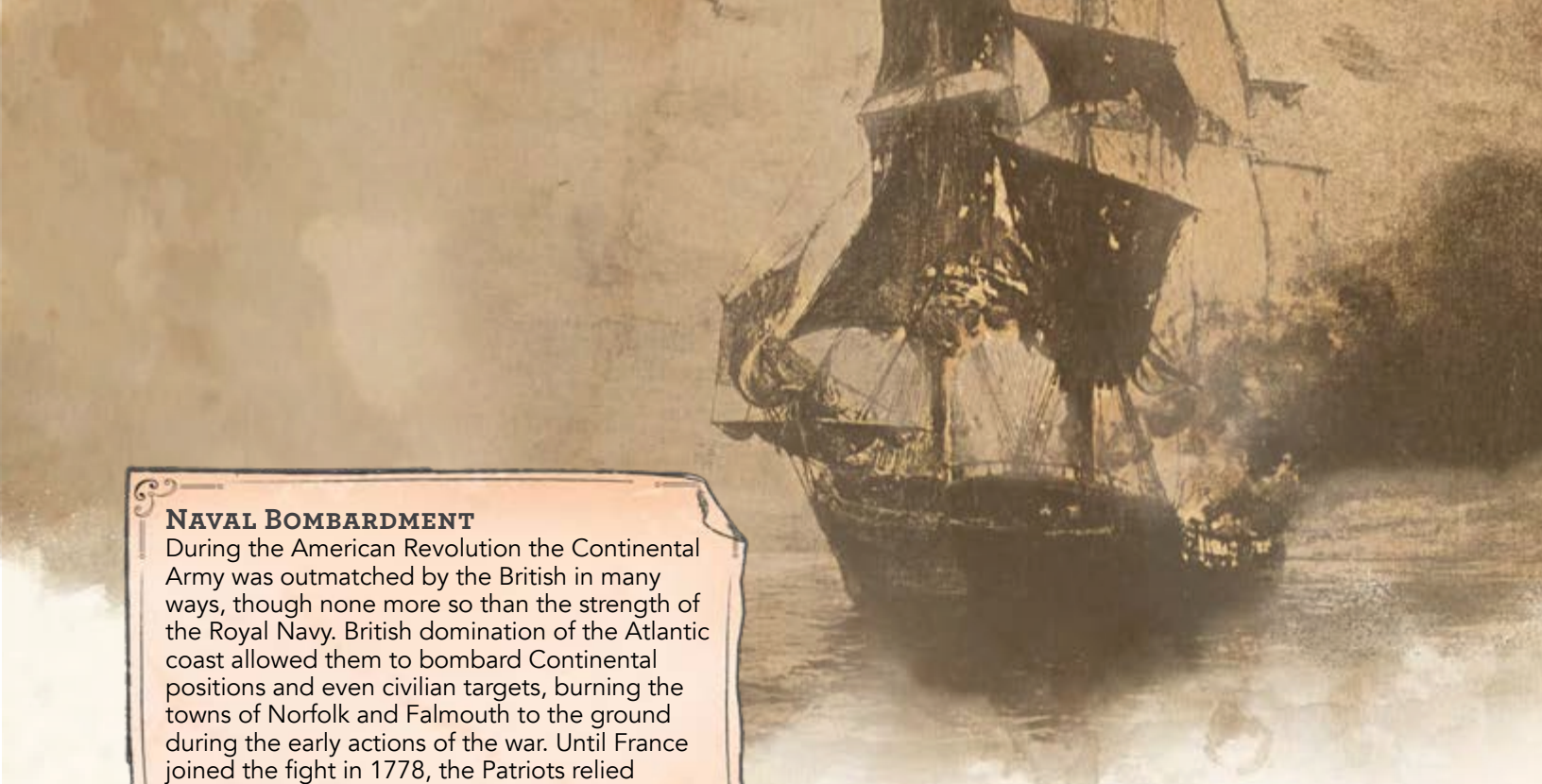
At Higher Levels. When you cast this gambit using a slot of 4th level or higher, the damage increases by 1d10 for each slot level above 3rd.

Ignite Fervor

3nd-level abjuration

Casting Time: 1 action
Range: 30 feet
Components: V
Duration: Concentration, up to 1 minute

Your determination and zeal inspires an ally to fight through their pain. Choose a creature you can see within range that can hear and understand you. For the duration, the creature gains resistance to damage from non-masterwork attacks from your choice of either melee weapons or ranged weapons.



Naval Bombardment

During the American Revolution the Continental Army was outmatched by the British in many ways, though none more so than the strength of the Royal Navy. British domination of the Atlantic coast allowed them to bombard Continental positions and even civilian targets, burning the towns of Norfolk and Falmouth to the ground during the early actions of the war. Until France joined the fight in 1778, the Patriots relied heavily on smugglers, privateers, and blockade runners to harass British shipping and to transport desperately needed arms to American shores.

Improvised Artillery

2nd-level transmutation

Casting Time: 10 minutes
Range: Touch
Components: S, M (a hollowed out tree trunk found or crafted which the gambit consumes)
Duration: 8 hours

By reinforcing the base of a tree trunk you create a makeshift cannon, loaded with round shot (see chapter 4 for the rules on how to fire and load artillery). If the makeshift cannon is forced to make an ability check or saving throw, treat all its ability scores as 10 (+0). A makeshift cannon falls apart 8 hours after creation.

Makeshift Cannon

small object (cannon) — 50 lb.

Armor Class: 13 (pine)
Hit Points: 25 (damage threshold 5)
Maximum Crew: 4
Damage: 6d6 artillery
Misfire Score: 6
Range: 90/360 feet
Damage Immunities: poison, psychic
Ordnance: round shot (£1, 10s), wadded shot (£1)

If you act as the gunner of the makeshift cannon, you can use your casting modifier, instead of Intelligence, for artillery attacks and save DCs. The makeshift cannon is created with a single shot. Additional ordnance can be purchased or crafted as normal.

On a misfire, instead of the normal effect, the makeshift cannon explodes. Every creature within 5 feet of the makeshift cannon must make a Dexterity saving throw based on your gambit save DC. A creature takes 3d6 artillery damage on a failed save or half as much on a success.

At Higher Levels. When you use a gambit slot of 3rd level or higher, the makeshift cannon's damage increases to 9d6 and its range increases to 180/720 feet. When you use a gambit slot of 5th level or higher, the makeshift cannon's damage increases to 12d6 and its range increases to 360/1,440 feet.

Intelligence Network

3rd-level divination

Casting Time: 1 hour
Range: Self
Components: V
Duration: Special

You make contact with an agent loyal to your cause in a city or village. You can use this agent to gather information about the settlement or individuals within (except individuals under the effects of *nondetection*). Choose one of the following:

- Learn information and gossip pertaining to a specific local official.
- Learn tactical information about the placement of the town.
- Learn the breakdown of the town's loyalty to the King.
- Learn about local recent history.
- Learn the details and layout of a nearby garrison or army encampment.

Your agent will return in 8 hours with the information you choose to collect. You can choose to gather more than one piece of information as part of casting this gambit, but doing so poses a risk to all involved.

Choose an additional item to learn about from the list above. You can do this multiple times, but each time will increase the chance of a negative outcome. The GM rolls a d100 and consults the following table to determine your agent's success.

d100	Effect
1–65	The agent returns 8 hours later with the information.
65–75	Your agent encounters difficulty with their mission. They return in 8 hours, but have no information.
76–85	Your agent does not return, and is captured by hostile forces who are notified of your presence in this settlement.
86–90	Your agent is detained for unrelated crimes. They do not return, but stay loyal to your cause. Hostile forces are not notified of your presence in this settlement.
91–95	Your agent is detected, but not captured. They return with the information in 8 hours, but they are followed back to your location by hostile troops.
96–99	Your agent is turned by the enemy. They return in 8 hours with false information that may mislead or endanger the party. Hostile forces are notified of your presence in this settlement.
100+	Your agent is killed during their mission. They do not return, but hostile forces are on higher alert for the remainder of your time in this settlement.

For each additional piece of information that you send your agent to gather, the GM adds an additional 10 to the die result. In a settlement friendly to your cause the GM subtracts 10 from the die result. In a settlement that is hostile to you the GM adds 10 to the result.

Leechcraft

2nd-level necromancy

Casting Time: 10 minutes
Range: Touch
Components: S, M (jar of European leeches worth £5)
Duration: 8 hours

Using a treatment practiced since antiquity you carefully apply leeches on the exposed skin of a willing creature. The removal of this excess blood invigorates the creature, restoring its humoral balance. This can be draining to those weak of character.

After the leeches are applied, the creature must make a Constitution saving throw. You can choose whether or not to grant the creature advantage on this save; if you do so the creature is unaware of your choice.

On a success, the creature gains a number of temporary hit points equal to 2d10 + your casting ability modifier. These hit points last for the duration of the gambit. The creature can also make a new save against any diseases or poisons it is afflicted with, as if it had completed a long rest.

On a failure, the creature is poisoned for the duration. While poisoned the creature suffers from 2 levels of exhaustion.

At Higher Levels. When you cast this gambit using a gambit slot of 3rd or 4th level, it has a greater effect. On a success, the creature gains an additional 2d10 temporary hit points. On a failure, the poisoned duration is increased to 24 hours and the exhaustion from this gambit is not reduced by a long rest.

When you cast this gambit using a gambit slot of 5th level or higher, its effect is even more potent. On a success, the creature gains an additional 4d10 temporary hit points. On a failure, the poisoned duration is increased to 7 days and the exhaustion from this gambit is not reduced by completing a long rest or by treating the poisoned condition.

Humoral Theory

In the 18th century, western medicine taught doctors that all disease was caused by an imbalance of the four humors: blood, yellow bile, black bile, and phlegm. Most treatments are an attempt to restore humoral balance through bleeding, emetics to purge the body, ingested herbs, or poultices applied to wounds and rashes.

By the time of the Revolution, knowledge of certain American herbs—long used for their curative properties by indigenous peoples—had been passed on to colonial doctors and healers.

Logjam

3rd-level transmutation

Casting Time: 10 minutes
Range: Touch
Components: S, M (an axe)
Duration: Permanent

Wiping the sweat from your brow, axe in hand, you ready yourself to demonstrate your mastery over timber. Choose either an obstacle primarily constructed of wood or a large supply of fresh timber that you purchased or harvested valued at £4.

If you target an obstacle, such as a beaver dam, shipwreck, or log boom, you clear a 40-foot cube, hacking and dragging the debris out of the way and making the area safe to traverse.

If you target fresh timber, you roll out the logs to create a log trap (described below) or impediment. An impediment of logs can be no more than 10-feet wide and cannot span more than 40 feet. The area is difficult terrain, and cannot be traversed by vehicles or ships without a successful vehicle proficiency check against your gambit save DC.

Log Trap

Mechanical trap

This trap uses a tripwire to dislodge a wedge that is securing a stack of logs on an incline. The tripwire is 3 inches off the ground and stretches between two trees or stakes. The DC to spot the tripwire is 10 + the creator's

proficiency bonus. A successful DC 14 Dexterity check using thieves' tools disables the trip wire harmlessly. A character without thieves' tools can attempt this check with disadvantage using any edged weapon or tool. On a failed check, the trap triggers.

Anyone who inspects the logs can easily determine that they were set up as a trap and can pull the wedge out as an action, causing the trap to trigger.

When the trap is triggered the logs roll downhill crushing creatures in their path in a 15-foot wide line. Any creature in the path must succeed on a DC 14 Dexterity saving throw or be knocked prone, taking 4d10 bludgeoning damage on a failed save, or half as much damage on a successful one.

Non Sequitur

1st-level enchantment

Casting Time: 1 reaction, which you take when accosted, challenged, or hailed by a creature that you and your companions are not fighting
Range: 30 feet
Components: V
Duration: Instantaneous

You respond in an illogical way to a creature accosting, hailing, or challenging you. The creature and up to two other creatures in its group that you can see within range must make Intelligence saving throws.

On a failure, the targets are distracted or drawn into an argument with their comrades, and will be surprised if combat breaks out this round. You have advantage on Charisma checks made against surprised creatures until the end of your next turn. Surprised creatures can't move or take an action, and can't take a reaction until the end of their first turn.

If any of the targets are engaged in combat, they are immune to this effect. If you do not share a language with these creatures, they have advantage on their saving throw.

At Higher Levels. When you cast this gambit using a gambit slot of 2nd level or higher, you can target one additional creature for each slot level above 1st.

Portage

2nd-level conjuration (ritual)

Casting Time: 1 hour
Range: Self
Components: S
Duration: 8 hours

You recall information gleaned from maps, word of mouth or past experiences about a body of water you can see. You learn if there is anywhere you can ford within 10 miles, what tide state the body of water is in, and if the water is safe to drink.

If there are trees and brush around the body of water, you can use them to create a makeshift raft or canoe. This watercraft uses the statistics for a rowboat with half the hit points. For each hour you spend casting this gambit, you can create an additional watercraft up to your casting modifier (minimum of 1). These craft are only seaworthy for 8 hours and can only be repaired by another casting of this gambit.

While piloting a craft you created, you are considered proficient in vehicles (water). If you already have proficiency, add double your proficiency bonus to checks to pilot waterborne vehicles.

Rhetoric

1st-level enchantment

Casting Time: 1 bonus action
Range: Self
Components: V
Duration: Concentration, up to 1 minute

You focus on the cadence and diction of your words to best influence those around you. For the duration of this gambit, you can make a Charisma (Performance) check in place of any Charisma check you would make. Whenever you make a Charisma (Performance) check, treat a roll of 7 or lower on the d20 as an 8.

Ricochet

2nd-level evocation

Casting Time: 1 action
Range: The normal range of the firearm used
Components: S, M (a firearm loaded with cartridge or patch ammunition)
Duration: Instantaneous

You aim the weapon used in the gambit's casting and make a ranged attack against one creature, object, or vehicle within your weapon's range. On a hit, the target suffers the attack's normal effects and the shot ricochets toward a second target within 15 feet of your first target.

You do not need a clear path to the second target, which does not gain any benefits from cover. The second target must succeed on a Dexterity saving throw or take the same damage as the first target.

Ruse de Guerre

5th-level illusion

Casting Time: 1 hour
Range: Touch
Components: V, S, M (between 5-20 assisting creatures which must stay within 100 feet of you)
Duration: Concentration, up to 8 hours

With signal fires, drums, shouts, and creative use of terrain, you make a small group of creatures seem like a large, formidable force. While you maintain concentration on this gambit, you can coordinate with your allies to make it appear that a large force of troops is heading in the direction you chose. You can make this force appear to be deploying for battle, preparing for a siege, or mounting a retreat.

Enemy commanders up to 5 miles away can attempt a Wisdom (Insight) check against your gambit save DC to see through your ruse. A commander who discerns the illusion for what it is can pinpoint your location based on the movements of your allies.

This illusion's strength is directly proportional to the number of creatures assisting in the gambit. For every five creatures beyond the first five, increase the gambit save DC of this gambit by 2. If a creature is observing through a spyglass, it has advantage on Wisdom checks to see through this illusion. A creature within 50 feet of you sees through the illusion.

Sally Forth

2nd-level abjuration

Casting Time: 1 action
Range: 30 feet
Components: V
Duration: Concentration, up to 1 minute

Shouting orders, you encourage a creature to push forward. Choose a willing creature that you can see within range and that can hear and understand you. Until the gambit ends, the creature's speed is doubled, it gains a +2 bonus to AC, and it has advantage on Dexterity saving throws.

As a reaction, you can dismiss this gambit to grant the target an additional action. That action can be used only to Attack (one weapon attack only), Dash, Disengage, Hide, Use an Object, or to reload or repair a firearm.

Stinkpot

3rd-level conjuration

Casting Time: 1 minute
Range: Touch
Components: S, M (nails, sulfur, and gunpowder)
Duration: Special

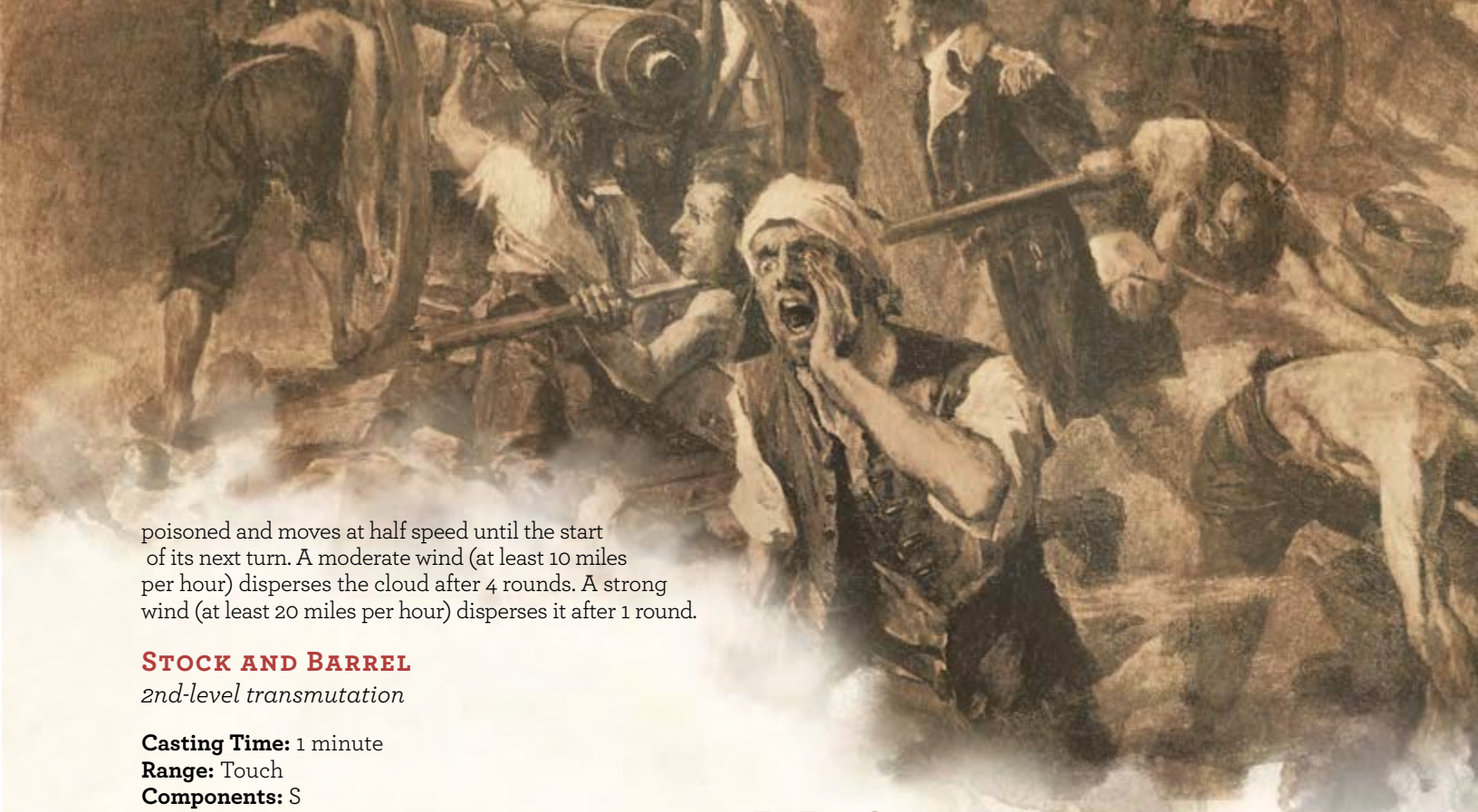
Using foul-smelling materials and a mix of black powder, you create a noxious explosive. Any creature can throw the stinkpot grenade using their attack bonus. The stinkpot degrades after 8 hours if not utilized.

Stinkpot Grenade

Martial Weapon — Misfire 2

When a stinkpot detonates, each creature in a 10-foot-radius sphere of its detonation point must make a DC 14 Dexterity saving throw. A target takes 2d6 acid damage and 2d6 piercing damage on a failed save, or half as much damage on a successful one.

After the initial blast, a cloud of stinking air remains in a 15-foot radius from the detonation point. For 1 minute, each creature that is completely within this cloud at the start of its turn must make a DC 14 Constitution saving throw. On a failed save a creature is



poisoned and moves at half speed until the start of its next turn. A moderate wind (at least 10 miles per hour) disperses the cloud after 4 rounds. A strong wind (at least 20 miles per hour) disperses it after 1 round.

Stock and Barrel

2nd-level transmutation

Casting Time: 1 minute
Range: Touch
Components: S
Duration: 1 hour

Touch a non-masterwork ranged weapon or piece of artillery. It gains the masterwork property for the duration, gaining a +1 to attack rolls until the gambit ends.

At Higher Levels. When you cast this gambit using a gambit slot of 3rd level or higher, you can target one additional weapon or piece of artillery for each slot level above 2nd.

Summon Company

5th-level conjuration

Casting Time: 1 hour
Range: Self
Components: V, M (a signed writ of orders)
Duration: 8 hours

After obtaining the necessary orders from a commanding officer, you procure a small company of 8 footmen led by a foot sergeant. These soldiers are under your command for the duration and are friendly to you and your companions. These troops will follow your orders to perform any non-suicidal tasks.

At the start of combat, roll initiative for the summoned creatures as a group, which has its own turns. They obey any verbal commands that you issue to them (no action required by you). If you don't issue any commands to them, they defend themselves from hostile creatures, but otherwise take no actions.

While in command of a company, you cannot cast this gambit again until the troops have returned to the army, deserted, or have perished. If all or most of the troops under your command have died, an officer may be unwilling to lend you more troops in the future and may demand compensation for their loss.

To The Gallows

4th-level enchantment

Casting Time: 1 action
Range: Self (20-foot radius)
Components: V
Duration: Instantaneous

Through condemnations and threats, you instill a sense of dread into your foes. Choose a language you know. Any creature of your choice that understands the chosen language within a 20-foot-radius centered on you must make a Wisdom saving throw. A creature takes 4d10 psychic damage on a failed save, or half as much damage on a successful one. On a failed save, an affected creature is restrained until the end of its next turn, as it struggles with its own mortality and loses focus of the world around it.

If a creature's saving throw is successful, the creature is immune to *to the gallows* for the next 24 hours.

War Paint

1st-level abjuration

Casting Time: 1 minute
Range: Touch
Components: S, M (paints and pigments)
Duration: 1 hour

You apply paints and pigments to the face of a creature, as part of a ceremony or to create an intimidating visage. The creature gains advantage on their next attack roll and 1d6 + 2 temporary hit points.

At Higher Levels. When you cast this gambit using a gambit slot of 2nd level or higher, you can target an additional creature for each slot above 1st.

Chapter 6: Enemy Roster

"I die the death I always prayed for: the death of a soldier fighting for the rights of man."
—Johann de Kalb

From a rattlesnake in the brush to a squad of charging hussars, a variety of threats can challenge a party of revolutionaries on and off the battlefield. This chapter details new creatures, artillery pieces, and other nonplayer characters. Some enemies have new abilities, such as ***Regimented, Cavalry Charge***, and ***Assault Party***, which become more formidable when creatures with these traits band together.

Behind Enemy Lines

Away from the gourmet beans, stale hardtack, and salted meats of an army camp, characters must make do with what they can carry or can find. Food, water, and shelter are always necessary, but sometimes locating these comes at great risk.

Each day that characters are not attached to an army or at an army camp, they each need to consume one ration (one pound of food) and one gallon of water (2 gallons in hot weather) or suffer the effects of exhaustion caused by lack of food and water. In settlements, provisions can be bought or bartered for. In the wilderness, characters must forage for herbs, berries, and small game.

Combatants and Adversaries

NPCs in Nations & Cannons are categorized as irregulars, partisans, or soldiers. All such enemies are humanoid (humans). **Irregulars** are special forces, mercenaries, and warriors and have a d8 hit die. **Partisans** are typically militia or tradesmen not usually seen on the battlefield, and have a d6 hit die. **Soldiers** are trained military, ready and waiting for orders and have a d10 hit die.

Foraging takes time, and is not without risk. Every member of a party who forages for food increases the chance of a hostile encounter, or discovery by enemy forces.

Trappings

Weapons scavenged from fallen enemies are often worn and battered, and are of little value to a merchant. Enemies with the **Trappings** feature may leave behind intact equipment. All items can be sold for half value as normal to merchants and army quartermasters.

Stat Blocks by Enemy Type

Artillery
Galloper Gun ..... CR 4
Mortar, Coehorn ..... CR 2

Beasts
Black Wolf ..... CR 1
Bullock ..... CR 1/4
Moose ..... CR 2
Mountain Lion ..... CR 1/2
Rattlesnake ..... CR 1/4

Irregulars
Eagle Warrior ..... CR 2
Hessian Conscript ..... CR 1/8
Hessian Schasant ..... CR 1
Trailblazer ..... CR 1
Tribal Archer ..... CR 1/2
Tribal Guide ..... CR 1/4
Wolf Warrior ..... CR 1

Partisans
Chaplain ..... CR 1/2
Highlander ..... CR 1
Machinist ..... CR 1/2
Minuteman ..... CR 1/2
Provocateur ..... CR 1
Voyageur ..... CR 1
Woodsman ..... CR 1/4

Soldiers
Drummer ..... CR 1/8
Field Officer ..... CR 4
Footman ..... CR 1/4
Foot Sergeant ..... CR 2
Fusilier ..... CR 2
Grenadier ..... CR 3
Hussar ..... CR 3

Artillery

Galloper Gun

Medium object (cannon) — 600 lb.

Armor Class 13 (cast iron)
Hit Points 50 (damage threshold 15)

STR	DEX	CON	INT	WIS	CHA
12 (+2)	5 (-3)	11 (+0)	—	—	—

Damage Immunities poison, psychic
Condition Immunities blinded, charmed, deafened, exhaustion, frightened, incapacitated, paralyzed, petrified, poisoned, prone, stunned, unconscious
Challenge 4 (1,100 XP)

Artillery Crew (6 Maximum). The cannon is crewed by a group of six footmen that act on the same initiative (factored into its CR).

Rapid Reposition. The cannon moves or rotates twice as much when the crew completes a Reposition (included in crew actions).

Ordnance

The artillery save DC is set by the cannon's gunner (DC 11 for a footman gunner). The cannon cannot be fired and reloaded in the same round.

Cannister Shot. Range 200/— ft., target point. *Hit:* The cannon fires in a 200-foot line that is 15 feet wide. Each creature in that line must make a Dexterity saving throw, taking 11 (3d6) artillery damage on a failed save, or half as much damage on a successful one.

Round Shot. Range 400/1,600 ft., target point. *Hit:* The cannon fires in a 1,600-foot line that is 5 feet wide. Each creature in that line must make a Dexterity saving throw, taking 21 (6d6) artillery damage on a failed save, or half as much damage on a successful one. Targets beyond 400 feet have advantage on their saving throw.

Crew Actions

The cannon's crew members can take one of the following actions instead of acting on their turn.

Aim & Fire (Misfire 8). The crew rotates the cannon up to 45° and makes an artillery attack (+3 to hit for a footman gunner) using the loaded ordnance. Reduce the Misfire score by 2 for every two crew members who take the Aim & Fire action (Misfire 2 if all crew participate).
Search & Clear. The crew attempts to repair a misfire (DC 16). For every 2 crew members that take the Search & Clear action, add 2 to the result of the check (+6 if all crew participate).
Swab & Reload. Roll a d6. On a 6, the cannon is reloaded. Add 1 to the die roll for every two crew members who take the Swab & Reload action (+3 if all crew participate).
Reposition. For every 2 crew members who take the Reposition action, the cannon can either move 10 feet or rotate up to 90°.

Light field artillery, **galloper guns** are mounted on large carriages that can be pushed by crew or pulled by a limber outside of combat. Simple **coehorn mortars** can be carried by their crew, often set up behind walls and palisades to lay down fire on unsuspecting enemies.

Mortar, Coehorn

Small object (mortar) — 100 lb.

Armor Class 11 (bronze)
Hit Points 25 (damage threshold 10)

STR	DEX	CON	INT	WIS	CHA
10 (+0)	3 (-4)	10 (+0)	—	—	—

Damage Immunities poison, psychic
Condition Immunities blinded, charmed, deafened, exhaustion, frightened, incapacitated, paralyzed, petrified, poisoned, prone, stunned, unconscious
Challenge 2 (450 XP)

Artillery Crew (2 Maximum). The mortar is crewed by a group of two footmen that act on the same initiative (factored into its CR).

Easy to Load. When the crew take the Swab & Reload action, the mortar is reloaded on a 4 or higher. The mortar is able to be reloaded the same round that it is fired.

Rapid Reposition. The mortar moves or rotates twice as much when the crew completes a Reposition (included in crew actions).

Ammunition

Grenades. The mortar can launch the following grenades as part of an artillery attack (range 350/1,400 ft., target point). The mortar cannot target a point within 30 feet of its position.

At will: *Portfire* (*10 ft. radius*) DC 12 Dexterity save, 11 (3d6) fire damage
3/day: *Smokepot* (*20 ft. radius*) DC 13 Constitution save, smoke cloud, creatures who fail their save have disadvantage on attack rolls.

Crew Actions

The mortar's crew members can take one of the following actions instead of acting on their turn.

Aim & Fire (Misfire 4). The crew rotates the mortar up to 45° and makes an artillery attack (+3 to hit for a footman gunner) using the loaded ammunition. Reduce the Misfire score by 2 if both crew members take the Aim & Fire action.
Search & Clear. The crew attempts to repair a misfire (DC 12). If both crew members take the Search & Clear action, add 2 to the result of the check.
Swab & Reload. Roll a d6, on a 4 or higher the mortar is reloaded. Add 1 to the die roll if both crew members take the Swab & Reload action.
Reposition. If both crew members take the Reposition action, the mortar can either move 10 feet or rotate up to 90°.

Beasts

Black Wolf

Medium beast (canis lycaon)

Armor Class 13 (natural armor)
Hit Points 33 (6d8 + 6)
Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	15 (+2)	13 (+2)	4 (-3)	12 (+1)	8 (-1)

Skills Perception +3, Stealth +4, Survival +3
Senses darkvision 30 ft., passive Perception 13
Languages —
Challenge 1 (200 XP)

Keen Hearing and Smell. The wolf has advantage on Wisdom (Perception) checks that rely on hearing or smell.

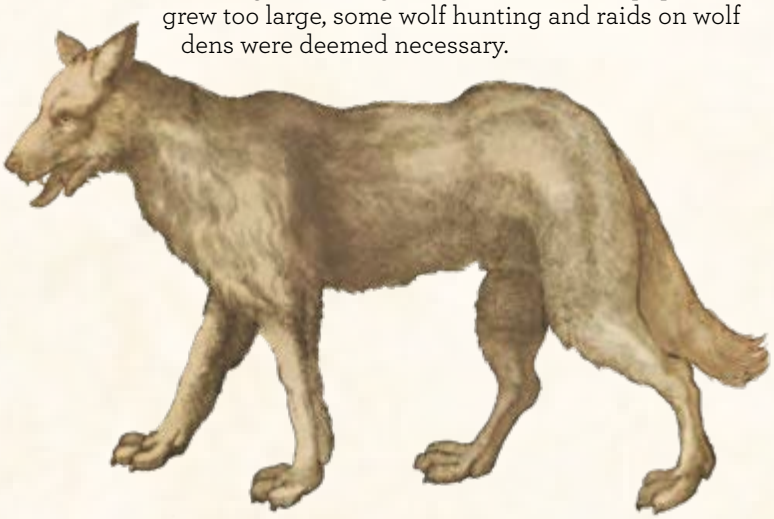
Pack Tactics. The wolf has advantage on an attack roll against a creature if at least one of the wolf's allies is within 5 feet of the creature and the ally isn't incapacitated.

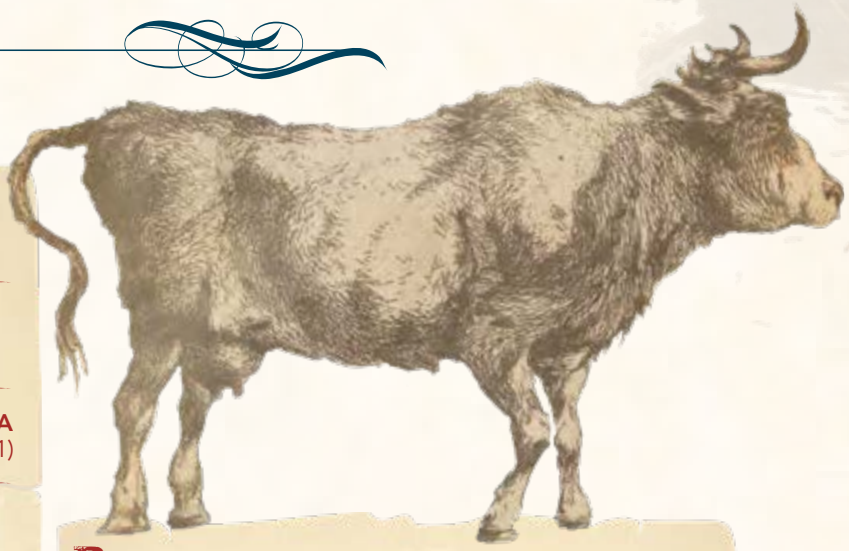
Actions

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (2d6 + 2) piercing damage. If the target is a creature, it must succeed on a DC 11 Strength saving throw or be knocked prone.

Howl (Recharges After a Short or Long Rest). The black wolf can howl to summon other nearby wolves to aid it. Roll a d6. On a 1, nothing happens; on a 2-3, summon two wolves; on a 4-5, summon three wolves; on a 6, summon a dire wolf. The summoned wolves appear within 30 feet of the black wolf in an unoccupied space and act on the next turn.

While most **wolves** tended to avoid human settlements, wolf attacks were still cause for concern. Frontier wolf attacks could be deadly for those unprepared, and some communities would even place bounties on wolves in the area. The active hunting of wolves was discouraged in many indigenous communities, such as the Cherokee nation, which had specific rights and customs around wolf hunting and killing. However, when wolf populations grew too large, some wolf hunting and raids on wolf dens were deemed necessary.





Bullock

Large beast (bos taurus)

Armor Class 10
Hit Points 22 (3d10 + 6)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	10 (+0)	14 (+2)	2 (-4)	7 (-2)	5 (-3)

Senses passive Perception 8
Languages —
Challenge 1/4 (50 XP)

Beast of Burden. The bullock is considered to be a Huge animal for the purpose of determining its carrying capacity.

Charge. If the bullock moves at least 20 feet straight toward a target and then hits it with a gore attack on the same turn, the target takes an extra 3 (1d6) damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.

Sure-Footed. The bullock has advantage on Strength and Dexterity saving throws made against effects that would knock it prone.

Actions

Gore. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (2d4 + 3) piercing damage.

A **bullock**, or a steer, was most frequently seen in the fields of farming communities, used to drive plows and carts. In wartime, they also helped transport supplies. Henry Knox's artillery train was driven through the snow by bullocks, carrying cannon that would break the Siege of Boston.

Moose were not a common threat to humans. More often than not, they passed by human settlements without incident, and when they did see humans as a threat, they simply left. When moose chose to attack, however, the incident rarely ended well for the humans. Large, deadly, and nearly unstoppable, the best way to survive a moose attack was to avoid them entirely.

Bull Moose

Large beast (alces alces)

Armor Class 12 (natural armor)
Hit Points 63 (6d10 + 30)
Speed 50 ft., swim 20 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	8 (-1)	21 (+5)	2 (-5)	10 (+0)	6 (-2)

Condition Immunities frightened
Senses passive Perception 10
Languages —
Challenge 2 (450 XP)

Charge. If the moose moves at least 20 feet straight toward a target and then hits it with a ram attack on the same turn, the target takes an extra 7 (2d6) damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.

Top-Heavy. The moose has disadvantage on Strength and Dexterity saving throws made against effects that would knock it prone. If the moose is knocked prone or reduced to 0 hit points, all creatures within 5 feet must succeed on a DC 13 Dexterity saving throw or take 12 (2d8+3) bludgeoning damage and be knocked prone as the moose collapses.

Actions

Ram. *Ranged Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 12 (2d8 + 3) bludgeoning damage.

Hooves. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one prone creature. *Hit:* 16 (3d8 + 3) bludgeoning damage.

Mountain lions infrequently attacked armed humans, better suited to ambushing smaller prey. Smaller livestock and children were far more likely targets, though even adults traveling alone at night needed to be wary. In the foothills and low valleys of the Appalachians, cougar calls were said to be ill omens, sounding like nothing so much as bone-chilling screams.

Rattlesnakes were a symbol of revolutionary intent in the colonies. Popularized by Ben Franklin, they appeared in political cartoons and pamphlets representing the colonies striking against Britain. The snakes themselves were apolitical, attacking redcoats and Patriots alike.

Mountain Lion

Medium beast (puma concolor)

Armor Class 13
Hit Points 22 (4d8+4)
Speed 50 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	12 (+1)	3 (-4)	14 (+2)	7 (-2)

Skills Perception +4, Stealth +7
Senses passive Perception 14
Languages —
Challenge 1/2 (100 XP)

Ambusher. The mountain lion has advantage on attack rolls against any creature it has surprised.

Keen Smell. The mountain lion has advantage on Wisdom (Perception) checks that rely on smell.

Pounce. If the mountain lion moves at least 20 feet straight toward a creature and then hits it with a claw attack on the same turn, that target must succeed on a DC 13 Strength saving throw or be knocked prone. If the target is prone, the mountain lion can make one bite attack against it as a bonus action.

Actions

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage.

Claw. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage.

Rattlesnake

Tiny beast (crotalus horridus)

Armor Class 14 (natural armor)
Hit Points 5 (2d4)
Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	17 (+3)	11 (+0)	2 (-4)	10 (+0)	3 (-4)

Skills Perception +2, Stealth +5
Senses blindsight 10 ft., passive Perception 12
Languages —
Challenge 1/4 (50 XP)

Ambusher. The snake has advantage on attack rolls against any creature it has surprised.

Rattle. Any creature hostile to the snake that starts its turn within 30 feet of the rattlesnake must make a DC 11 Wisdom saving throw, unless the snake is incapacitated. On a failed save, the creature is frightened until the start of its next turn. If a creature's saving throw is successful, the creature is immune to the snake's rattle for the next 24 hours. Beasts have disadvantage on this save.

Actions

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 1 piercing damage, and the target must make a DC 12 Constitution saving throw, taking 10 (3d6) poison damage on a failed save, or half as much damage on a successful one.

Irregulars

Eagle Warrior

Medium irregular (any indigenous heritage)

Armor Class 15 (leather buffcoat)
Hit Points 33 (5d8 + 10)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	13 (+1)	15 (+2)	11 (+0)	14 (+2)	11 (+0)

Saving Throws Dex +3, Wis +4
Skills Acrobatics +3, Investigation +2, Perception +4
Damage Resistances poison
Condition Immunities poisoned
Senses passive Perception 14
Languages any two languages
Challenge 2 (450 XP)

Devotion. The eagle warrior has advantage on saving throws against being charmed or frightened.

Keen Hearing and Sight. The eagle warrior has advantage on Wisdom (Perception) checks that rely on hearing or sight.

Poultice of Greater Healing (Recharge 5-6). On each of its turns, the eagle warrior can use a bonus action to regain 14 (4d4+4) hit points.

War Shield. The eagle warrior has a war shield that grants it a +2 bonus to AC except against firearm attacks. As a reaction to being hit by any ranged or melee attack, the eagle warrior can interpose its shield. This negates the attack and destroys the shield.

Actions

Multiattack. The eagle warrior makes two poisoned javelin attacks.

Poisoned Javelin. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage, and the target must make a DC 12 Constitution saving throw or take 6 (1d12) poison damage on a failed save or half as much damage on a successful one. On a failed save the creature must repeat the saving throw at the start of each of its turns, taking 3 (1d6) poison damage on each subsequent failure. After a successful save the poison ends.

Trappings. When the eagle warrior is defeated, there is a 30% chance to recover one dose of bloodroot and a 60% chance to recover one poultice of greater healing.

Common among First Nations and Native American communities is the ritual use and worship of animals, with different tribes and nations placing importance on different animals depending on their cultural traditions. The most constant is the **eagle**, which is considered sacred in most indigenous cultures in north and central America.

Eagle feathers hold great significance according to these traditions. The nations of the Haudenosaunee confederacy use eagle feathers as a part of their ceremonial dress to denote which nation they belong to. Eagle feathers are also presented to people to mark great accomplishments or milestones in their lives, ranging from births to graduations to feats of bravery.

Among tribes in the Cherokee nation at the time of the Revolutionary War, warriors were presented with eagle feathers to wear to mark significant victories or accomplishments. Warriors adorned with many feathers were therefore highly skilled; those with the most feathers were usually war chiefs or in similar leadership roles.

Other animals are used in similar ritual practices, with different parts of the animals used in different ceremonies or traditions. Depending on the nation, these animals might range from **wolves** to turkeys. Many warriors were identified ceremonially with certain animals depending on their role or accomplishments in war. These designations were frequently misunderstood and misrepresented by the European colonists.

When writing the Declaration of Independence, Thomas Jefferson protested King George's use of foreign mercenaries to maintain a violent hold over the colonies. These Hessian auxiliaries were called musketiers, led in the field by a sergeant (in Low German, called a **Schasant**). While Hessian skirmishers gained a reputation for brutality, standard infantry divisions were deployed mostly as garrison troops to reinforce British positions and patrol occupied territories.

Many of these soldiers were **conscripts** or poor farmer's sons, and they subsequently deserted in large numbers. The Americans even promised amnesty and land grants, encouraging Hessian defectors to switch sides. Most Hessians did not speak English, which the British considered untrustworthy. While they were long-time allies in name, there was significant friction between the British and Hessian soldiers over pay and lodgings, causing General Howe to issue an order to his soldiers to "treat the Germans as brothers."

Hessian Conscript

Medium irregular (hessian)

Armor Class 12 (wool uniform)
Hit Points 9 (2d8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	12 (+1)	11 (0)	10 (0)	12 (+1)	9 (-1)

Senses passive Perception 10
Languages Low German
Challenge 1/8 (25 XP)

Regimented. The conscript cannot score a critical hit. The conscript has advantage on attack rolls if an ally with the ***Regimented*** trait is within 5 feet and isn't incapacitated.

Actions

Bayonet. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 5 (1d8 + 1) piercing damage. The conscript can affix or unaffix a bayonet as a bonus action.

Potzdam Musket. *Ranged Weapon Attack (reload 1, misfire 2):* +3 to hit, range 60/240 ft., one target. *Hit:* 8 (2d6 + 1) piercing damage.

Clear / Reload. As long as the conscript doesn't move on its turn, it can either reload its firearm, or attempt to repair a misfire (DC 10).

Hessian Schasant

Medium irregular (hessian)

Armor Class 14 (broadcloth uniform)
Hit Points 27 (5d8 + 5)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	15 (+2)	12 (+1)	12 (+1)	14 (+2)	13 (+1)

Saving Throws Con +3
Skills Athletics +4, Perception +4
Senses passive Perception 14
Languages English, Low German
Challenge 1 (200 XP)

Crack Shot. A ranged weapon deals one extra die of its damage when the schasant hits with it (included in the attack).

Dauntless. The schasant has +2 AC if at least one of the schasant's allies is within 5 feet and isn't incapacitated.

Actions

Potzdam Musket. *Ranged Weapon Attack (reload 1, misfire 2):* +4 to hit, range 60/240 ft., one target. *Hit:* 12 (3d6 + 2) piercing damage.

Spontoon. *Melee Weapon Attack:* +4 to hit, reach 10 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.

Volley Fire. The schasant orders allies with the ***Regimented*** trait and a loaded musket to prepare a volley. Any such ally within 30 feet that has not acted this round (or an ally that has taken the Ready action) can immediately move up to half their speed to close ranks. Participating allies can take no further actions this round.

If two or more of such allies form a continuous row they can fire their muskets in a volley, a 100-foot line that is 5 feet wide per participating ally. Each creature in that line must make a DC 11 Dexterity saving throw, taking 14 (4d6) piercing damage on a failed save, or half as much damage on a successful one.

Clear / Reload. As long as the schasant doesn't move on its turn, it can either reload its firearm, or attempt to repair a misfire (DC 10).

Trailblazer

Medium irregular (any heritage)

Armor Class 13 (wool matchcoat)
Hit Points 27 (6d8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	15 (+2)	11 (+0)	12 (+1)	17 (+3)	9 (-1)

Saving Throws Str +3, Dex +4
Skills Investigation +3, Perception +5, Stealth +4, Survival +5
Proficiencies carpenter's tools
Senses darkvision 30 ft., passive Perception 15
Languages any two languages
Challenge 1 (200 XP)

Instinctive Gambits. The trailblazer is a 6th-level caster. Its casting ability is Wisdom (save DC 13, +5 to hit with gambit attacks). The trailblazer has the following instinctive gambits prepared:

Cantrips (at will): *foxfire, shillelagh*
1st level (4 slots): *dead drop, escalade, fog of war*
2nd level (2 slots): *animal messenger, improvised artillery, portage*

Actions

Club. *Melee Weapon Attack:* +3 to hit (+5 to hit with *shillelagh*), reach 5 ft., one target. *Hit:* 3 (1d4 + 1) bludgeoning damage or 7 (1d8 + 3) bludgeoning damage with *shillelagh*.

Pennsylvania Rifle. *Ranged Weapon Attack (reload 1, misfire 3):* +4 to hit, range 120/480 ft., one target. *Hit:* 15 (3d8 + 2) piercing damage.

Clear / Reload. As long as the trailblazer doesn't move on its turn, it can either reload its firearm, or attempt to repair a misfire (DC 11).

Trappings. When the trailblazer is defeated, there is a 30% chance to recover a Pennsylvania Rifle.

Trailblazers were travelers who learned to navigate the wilds and forge new paths for settlers and migrants to follow. Operating in small groups, these brave scouts led their allies through rugged territory and kept the dangers of the natural world at bay.

Tribal Archer

Medium irregular (any indigenous heritage)

Armor Class 14 (wool matchcoat)
Hit Points 13 (3d8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	16 (+3)	10 (+0)	9 (-1)	13 (+1)	11 (+0)

Skills Investigation +1, Perception +3, Stealth +5
Senses passive Perception 13
Languages any one language (usually heritage language)
Challenge 1/2 (100 XP)

Natural Defense. The tribal archer has advantage on Dexterity (Stealth) checks made to hide in natural terrain, and treats half cover provided by natural terrain as three-quarters cover.

Actions

Multiattack. The tribal archer makes two attacks with its longbow or long knife.

Longbow. *Ranged Weapon Attack:* +5 to hit, range 150/600 ft., one target., one target. *Hit:* 8 (1d10 + 3) piercing damage.

Long Knife. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6+3) slashing damage, or 7 (1d8+3) if used with two hands.

Tribal Guide

Medium irregular (any indigenous heritage)

Armor Class 13 (wool matchcoat)
Hit Points 11 (2d8+2)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+2)	12 (+1)	11 (+0)	14 (+2)	11 (+0)

Skills Nature +2, Perception +4, Survival +4
Senses darkvision 30 ft., passive Perception 14
Languages any three languages
Challenge 1/4 (50 XP)

Keen Hearing and Sight. The tribal guide has advantage on Wisdom (Perception) checks that rely on hearing or sight.

Actions

Multiattack. The tribal guide makes two melee attacks with its war spear.

Bolas. *Ranged Weapon Attack:* +4 to hit, range 15/45 ft., one Large or smaller creature. *Hit:* 5 (1d6 + 2) bludgeoning damage and the target is knocked prone and is unable to stand until freed. A creature can use its action to make a DC 10 Strength check to free itself or another creature entangled in a bolas, ending the effect on a success. Dealing 5 slashing damage to the bolas (AC 10) frees the target without harming it and destroys the bolas.

War Spear. *Melee or Ranged Weapon Attack:* +3 to hit, reach 5 ft. or range 30/90 ft., one target. *Hit:* 6 (1d10 + 1) piercing damage.

Wolf Warrior

Medium irregular (any indigenous heritage)

Armor Class 15 (tanned hide)
Hit Points 26 (4d8+8)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	14 (+2)	11 (+0)	12 (+1)	11 (+0)

Skills Athletics +5, Perception +3, Stealth +4
Senses darkvision 30 ft., passive Perception 13
Languages any one language (usually heritage language)
Challenge 1 (200 XP)

Brave. The wolf warrior has advantage on saving throws against being frightened.

Martial Advantage. Once per turn, the wolf warrior can deal an extra 7 (2d6) damage to a creature it hits with a weapon attack if that creature is within 5 feet of an ally of the wolf warrior that isn't incapacitated.

Actions

Multiattack. The wolf warrior makes two attacks with its handaxes.

Handaxe. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage.

Partisans

Chaplains held important positions in their communities during the Revolutionary era. Citizens would go to their local pastors for religious and spiritual guidance, seeking comfort in the uncertainty of wartime. From their position of influence, some pastors would sermonize on the virtues of declaring for one side or another. Some even operated in secret, coordinating with rebels or Loyalist spies to spread their message both publicly and privately.

While village pastors worked on the home front in their villages, army chaplains offered the same guidance to Continental soldiers. These chaplains began as volunteer ministers, but eventually received official recognition. Army chaplains lived in officers' quarters and could be paid as much as colonels. Many accompanied their brigades into battle.

Highlanders were fearsome Scottish warriors, most of whom came to be allied with the British. After the failed Jacobite Rising in 1745, Parliament forbade the Scots from wearing tartan, speaking Gaelic, and other important cultural practices. In response, many Scottish families immigrated to Virginia and the Carolinas.

The British eventually relaxed these policies due to manpower shortages during the Seven Years' War, allowing Highlanders recruits to go to war in kilt, bonnet, and full regalia. Whether out of a desire to practice their traditions openly, or simply for pay, many highland Scots enlisted. After serving in integrated units, some Scots began to feel a strong connection to the British identity.

Chaplain

Medium partisan (any heritage)

Armor Class 11
Hit Points 21 (6d6)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	12 (+1)	11 (+0)	14 (+2)	14 (+2)	15 (+2)

Skills History +4, Medicine +4, Religion +6
Proficiencies carpenter's tools
Senses passive Perception 12
Languages any three languages
Challenge 1/2 (100 XP)

Devotion. The chaplain has advantage on saving throws against being charmed or frightened.

Capricious Gambits. The chaplain is a 6th-level caster. Its casting ability is Charisma (spell save DC 12, +4 to hit with gambit attacks). The chaplain has the following capricious gambits prepared:

Cantrips (at will): *spare the dying, resistance*
1st level (4 slots): *bless, purify food and drink, sanctuary*
2nd level (2 slots): *aid, prayer of healing*

Actions

Walking Stick. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 3 (1d6) bludgeoning damage.

Highlander

Medium partisan (british or scots-irish)

Armor Class 13 (broadcloth coat)
Hit Points 32 (5d6+15)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	13 (+1)	16 (+3)	10 (+0)	10 (+0)	9 (-1)

Saving Throws Str +5
Skills Athletics +5, Stealth +3
Senses passive Perception 10
Languages English, Gaelic
Challenge 1 (200 XP)

Highland Charge. The highlander can make a melee attack as a bonus action after taking the Dash action. When the highlander reduces a creature to 0 hit points with a melee attack on its turn, the highlander can take a bonus action to move up to half its speed and make a melee attack.

Reckless. At the start of its turn, the highlander can gain advantage on all melee weapon attack rolls it makes during that turn, but attack rolls against it have advantage until the start of its next turn.

Targe. The highlander has a targe, a hide shield that grants it a +2 bonus to AC except against firearm attacks. As a reaction to being hit by any ranged or melee attack, the highlander can interpose its targe. This negates the attack and destroys the targe.

Actions

Broadsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (1d10 + 3) slashing damage.

Highland Pistol. *Ranged Weapon Attack (reload 1, misfire 2):* +3 to hit, 30/120 ft., one target. *Hit:* 8 (2d6 + 1) piercing damage, or 10 (2d8 + 1) piercing damage if used with two hands.

Clear / Reload. As long as the highlander doesn't move on its turn, it can either reload its firearm, or attempt to repair a misfire (DC 10).

Machinist

Medium partisan (any heritage)

Armor Class 13 (broadcloth coat)
Hit Points 17 (5d6)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	12 (+1)	10 (+0)	15 (+2)	12 (+1)	13 (+1)

Skills History +4, Insight +3, Investigation +4
Proficiencies munitions kit, smith's tools, tinker's tools
Senses passive Perception 11
Languages any two languages
Challenge 1/2 (100 XP)

Savvy Gambits. The machinist is a 5th-level caster. Its casting ability is Intelligence (save DC 12, +4 to hit with gambit attacks). The machinist has the following savvy gambits prepared:

Cantrips (at will): *acid splash, mending*
1st level (4 slots): *entrap, grease*
2nd level (2 slots): *flaming sphere, shatter*

Actions

Acid Splash (Cantrip). The machinist hurls a vial of acid up to 60 feet at one target, or at two targets that are within 5 feet of each other. A target must succeed on a DC 12 Dexterity saving throw or take 7 (2d6) acid damage.

Hunting Musket. *Ranged Weapon Attack (reload 1, misfire 2):* +3 to hit, range 60/240 ft., one target. *Hit:* 8 (2d6 + 1) piercing damage.

Clear / Reload. As long as the machinist doesn't move on its turn, it can either reload its firearm, or attempt to repair a misfire (DC 10).

Trappings. When the machinist is defeated, there is a 60% chance to recover a set of tinker's tools.

By the time of the American Revolution many Highlanders felt a true loyalty to the crown, though some served the British forces under duress—after years of failed uprisings, many were in danger of lost titles or revoked land grants if they did not reestablish their name with the crown. For these reasons, Highlanders fought almost exclusively for the British cause.

Machinists were tinkerers and gunsmiths in high demand by army quartermasters. Hammering out jams, mending broken clasps, and patching ruptured gun barrels, these craftsmen kept armies running. While standardized parts were still a rarity in many fields, European artisans often worked with established patterns in three key industries: guns, ships, and clock manufacture.

Many civilian machinists were either paid or pressed into service to cast musket shot and maintain equipment on both sides of the war. Conscripted machinists were called artificers, a military designation for personnel overseeing the repair and maintenance of cannons. Artificers were considered indispensable, given how rare their skills were and how decisive artillery could be.

Minuteman

Medium partisan (colonial)

Armor Class 13 (wool coat)
Hit Points 18 (4d6+4)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	15 (+2)	12 (+1)	9 (-1)	10 (+0)	11 (+0)

Skills Athletics +3
Senses passive Perception 10
Languages English
Challenge 1/2 (100 XP)

On The Move. The minuteman can reload and move in the same turn.

Rapid Reload (1/Day). The minuteman can take the Clear / Reload action as a bonus action.

Regimented. The minuteman cannot score a critical hit. The minuteman has advantage on attack rolls if an ally with the ***Regimented*** trait is within 5 feet and isn't incapacitated.

Actions

Brown Bess. *Ranged Weapon Attack (reload 1, misfire 2):* +4 to hit, range 60/240 ft., one target. *Hit:* 11 (2d8 + 2) piercing damage.

Clear / Reload. The minuteman reloads its firearm, or attempts to repair a misfire (DC 10).

Provocateur

Medium partisan (any heritage)

Armor Class 12
Hit Points 21 (6d6)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	14 (+2)	11 (+0)	13 (+1)	12 (+1)	15 (+2)

Skills Deception +4, Insight +3, Intimidation +4
Proficiencies calligrapher's supplies
Damage Resistances psychic
Senses passive Perception 11
Languages any two languages
Challenge 1 (200 XP)

Capricious Gambits. The provocateur is a 6th-level caster. Its casting ability is Charisma (save DC 12, +4 to hit with gambit attacks). The provocateur has the following capricious gambits prepared:

Cantrips (at will): *friends, vicious mockery*
1st level (4 slots): *dissonant whispers, hex, non sequitur*
2nd level (2 slots): *castigate, hold person*

Actions

Rapier. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.

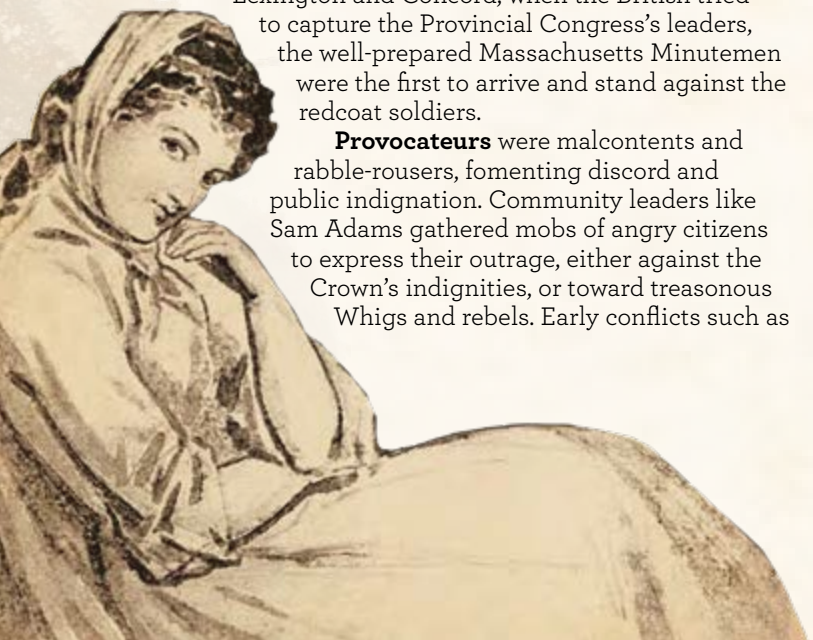
Vicious Mockery (Cantrip). The provocateur unleash a string of insults at one creature it can see within 60 feet of it. If the target can hear and understand the provocateur, the target must succeed on a DC 12 Wisdom saving throw or take 5 (2d4) psychic damage and have disadvantage on the next attack roll it makes before the end of its next turn.

Reactions

Clever Retort (2/Day). When the provocateur is targeted by an attack or ability check, it can roll 1d6 and subtract the result from either the attack roll, an ability check, or a damage roll made against the provocateur by a creature within 60 feet.

Minutemen were self-trained militia groups in the colonies, organized even before the outbreak of war. Massachusetts required all able-bodied men to participate in the local militia. Some, chosen for their strength and commitment, were designated to be ready for emergencies at a minute's notice, thus originating the term. These minutemen were young, eager, and ready for action.

As tensions rose in Massachusetts before the onset of the war, the Provincial Congress worked behind the scenes against the British occupation, under the leadership of John Hancock. Forming in effect a shadow government, the Patriot resistance in Boston conducted its own militia drills and calls to arms. At the battles of Lexington and Concord, when the British tried to capture the Provincial Congress's leaders, the well-prepared Massachusetts Minutemen were the first to arrive and stand against the redcoat soldiers.



Provocateurs were malcontents and rabble-rousers, fomenting discord and public indignation. Community leaders like Sam Adams gathered mobs of angry citizens to express their outrage, either against the Crown's indignities, or toward treasonous Whigs and rebels. Early conflicts such as the Battle of Golden Hill—where British soldiers arresting colonists were accosted by armed Patriots—were led by the Sons of Liberty and other well known insurrectionists.

While not trained fighters, these instigators often took up arms to lead the crowds they had whipped into a frenzy. An angry mob could overwhelm a detachment of soldiers in close urban fighting, which provocateurs knew and used to their advantage.

Voyageurs were hardy, self-sufficient trappers with a storied history in New France. To meet Quebec's hunger for valuable pelts, voyageurs spent their lives on long and dangerous expeditions into Rupert's Land and the Ohio Country. Navigating the sprawling rivers of the North American interior, these bold adventurers often traveled for hundreds of miles and spent months (if not years) searching for the richest hunting grounds.

Building snares and pitfall traps, voyageurs would often camouflage themselves and lie in wait for their prey. Some of these trappers became the stuff of tall tales, operating outside the law when colonial governments began to regulate the sale of furs in favor of rich trading

Voyageur

Medium partisan (métis or québécois)

Armor Class 15 (tanned hide)
Hit Points 22 (4d6+8)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	16 (+3)	14 (+2)	14 (+2)	15 (+2)	10 (+0)

Skills Animal Handling +4, Stealth +5, Survival +6
Proficiencies leatherworker's tools, vehicles (water)
Damage Resistance poison
Senses darkvision 30 ft., passive Perception 12
Languages French, Métif, any one language
Challenge 1 (200 XP)

Sneak Attack (1/Turn). The voyageur deals an extra 7 (2d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the voyageur that isn't incapacitated and the voyageur doesn't have disadvantage on the attack roll.

Ritual Gambits. The voyageur can cast *alarm*, *entrap* or *portage* as a ritual. The voyageur's casting ability for these gambits is Wisdom (save DC 12).

Actions

Coat Pistol. *Ranged Weapon Attack (reload 1, misfire 2):* +5 to hit, 20/80 ft., one target. *Hit:* 9 (1d12 + 3) piercing damage.

Hunting Trap (x3). The voyageur sets a hunting trap. When a creature steps onto the trap it must succeed on a DC 13 Dexterity saving throw or take 1d4 piercing damage and stop moving. Until the creature breaks free of the trap, it cannot move more than 3 feet from the trap. A creature can use its action to make a DC 13 Strength check, freeing itself or another creature within its reach on a success. Each failed check deals 1 piercing damage to the trapped creature.

Long Knife. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage, or 8 (1d10 + 3) slashing damage if used with two hands.

Clear / Reload. As long as the voyageur doesn't move on its turn, it can either reload its firearm, or attempt to repair a misfire (DC 10).

Trappings. When the voyageur is defeated, there is a 60% chance to recover £10 worth of animal pelts.

companies. Competing hunting parties could even come to blows, though many voyageurs were known for treating equitably with native peoples. A dangerous profession, the far woods are littered with unmarked graves of failed trappers and fur traders.

Woodsmen who chose to live on the frontier had their work cut out for them. Far from major American settlements, these colonists had to work the land for their keep, and fend off retaliatory attacks from the indigenous populations whose lands they often occupied. Woodsmen had to make their living clearing lumber, as well as hunting and subsistence farming. With resources stretched thin, resilience was essential. However difficult the life, many felt it was worth it for the freedom it offered.

Woodsman

Medium partisan (colonial)

Armor Class 12
Hit Points 16 (3d6+6)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	14 (+2)	10 (+0)	11 (+0)	7 (-7)

Skills Nature +2, Survival +2
Proficiencies carpenter's tools
Senses darkvision 30 ft., passive Perception 10
Languages English plus any one language
Challenge 1/4 (50 XP)

Aggressive. As a bonus action, the woodsman can move up to its speed toward a hostile creature that it can see.

Close Quarters. Being within 5 feet of a hostile creature doesn't impose disadvantage on the woodsman's ranged attack rolls.

Favored Enemy (Beasts). The woodsman has advantage on Wisdom and Intelligence checks that relate to beasts.

Actions

Blunderbuss. *Ranged Weapon Attack (reload 1, misfire 3):* +4 to hit, range 35/— ft., one target. *Hit:* 12 (4d4 + 2) piercing damage. Reduce the damage by 1 die for every 10 feet the woodsman is from the target.

Handaxe. *Melee Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 6 (1d8 + 2) slashing damage.

Clear / Reload. As long as the woodsman doesn't move on its turn, it can either reload its firearm, or attempt to repair a misfire (DC 11).

Soldiers

Drummers were used in both armies to keep their soldiers marching in time and in an orderly fashion. Their music was also used to communicate signals to the rest of the army. Often young boys or old men past the age of fighting, drummers were intended to be non-combatants and did not carry firearms. However, some boys joined the army as drummers with the intent to enlist once they were of age, gaining experience not just as drummers but as messengers and errand-boys.

Field officers directed line troops on the battlefield, reporting directly to Generals or other commanding officers. Good officers distinguished themselves by tactical prowess, using careful advances and troop movements to seize opportunities in the chaos of battle.

To become an officer in the British army, one had to purchase a commission or receive one from a sponsor, thus maintaining the officer corps as the domain of gentlemen exclusively. This system led to accusations of nepotism and other forms of corruption within the ranks.

Drummer

Medium soldier (any heritage)

Armor Class 12 (wool uniform)
Hit Points 9 (2d10-2)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	12 (+1)	9 (-1)	10 (+0)	9 (-1)	13 (+1)

Saving Throws Wis +1
Skills Performance +3
Proficiencies drum, fife
Senses passive Perception 9
Languages any one language (usually heritage language)
Challenge 1/8 (25 XP)

Brave. The drummer has advantage on saving throws against being frightened.

Ritual Gambits. The drummer can cast *alarm* or *drum signal* as a ritual. The drummer's casting ability for these gambits is Charisma (save DC 11).

Actions

Dagger. *Melee or Ranged Weapon Attack:* +3 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 2 (1d4) piercing damage.

Fife and Drum (2/Day). The drummer begins playing a rousing song, which lasts until the end of its next turn. A friendly creature within 30 feet of the drummer that can hear it can't be frightened until the song ends, and if it is already frightened when the song begins, the effect is suspended for the duration of the song. On subsequent turns, the drummer can use its action to extend the duration of the song until the end of its next turn. This effect ends early if the drummer takes any damage.

Field Officer

Medium soldier (any heritage

Armor Class 17 (braided dolman, gorget)
Hit Points 45 (7d10+7)
Speed 30 ft. (60 ft. while mounted)

STR	DEX	CON	INT	WIS	CHA
13 (+1)	16 (+3)	12 (+1)	15 (+2)	13 (+1)	16 (+3)

Saving Throws Con +3, Wis +3, Cha +5
Skills Insight +3, Intimidation +5, Perception +3, Persuasion +5
Damage Resistances psychic
Condition Immunities frightened
Senses passive Perception 13
Languages any three languages
Challenge 4 (1,100 XP)

Dauntless. The officer has +2 AC if at least one of the officer's allies is within 5 feet and isn't incapacitated.

Battle-Trained Mount. The officer rides a riding horse (factored into its CR). The officer's mount acts during the officer's turn. The only action the mount takes is the Dodge action, unless the officer uses a bonus action to command it to Dash or Disengage.

Actions

Dueling Pistol (x2). *Ranged Weapon Attack (reload 1, misfire 1):* +5 to hit, range 35/140 ft., one target. *Hit:* 12 (2d8 + 3) piercing damage.

Leadership (Recharges after a Short or Long Rest). For 1 minute, the officer can utter a special command or warning whenever a nonhostile creature that it can see within 30 feet of it makes an attack roll or a saving throw. The creature can add a d4 to its roll provided it can hear and understand the officer. A creature can benefit from only one Leadership die at a time. This effect ends if the officer is incapacitated.

Steady Now (2/Day). Until the start of the officer's next turn, any allied creature that takes the ***Volley Fire*** action within 60 feet can increase the damage of the volley by 7 (2d6) and the saving throw DC by 2.

Unto the Breach. The officer orders its allies to charge. Until the end of the officer's next turn, any friendly creature that starts its turn within 60 feet of the officer deals 1d8 additional damage on their first melee attack, so long as it moves at least 20 feet straight toward a target before attacking. This effect ends if the officer is incapacitated.

Clear / Reload. As long as the officer doesn't move on its turn, it can either reload both its pistols, or attempt to repair a misfire (DC 9).

Reactions

Assume Command. When a creature with the ***Volley Fire*** action is incapacitated within 60 feet of the officer, the officer gains that creature's ***Volley Fire*** action until the end of the combat.

Trappings. When the officer is defeated, there is a 50% chance to recover a gorget and a 50% chance to recover a dueling pistol.

Footman

Medium soldier (any heritage)

Armor Class 13 (broadcloth uniform)
Hit Points 11 (2d10)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	13 (+1)	11 (+0)	12 (+1)	11 (+0)	9 (-1)

Senses passive Perception 10
Languages any one language (usually heritage language)
Challenge 1/4 (50 XP)

Regimented. The footman cannot score a critical hit. The footman has advantage on attack rolls if an ally with the ***Regimented*** trait is within 5 feet and isn't incapacitated.

Actions

Bayonet. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage. The footman can affix or unaffix a bayonet as a bonus action.

Brown Bess. *Ranged Weapon Attack (reload 1, misfire 2):* +3 to hit, range 60/240 ft., one target. *Hit:* 10 (2d8 + 1) piercing damage.

Clear / Reload. As long as the footman doesn't move on its turn, it can either reload its firearm, or attempt to repair a misfire (DC 10).

Foot Sergeant

Medium soldier (any heritage)

Armor Class 15 (broadcloth uniform)
Hit Points 39 (6d10+6)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	16 (+3)	12 (+1)	12 (+1)	11 (+0)	15 (+2)

Saving Throws Con +3, Wis +2
Skills Athletics +3, Perception +2, Persuasion +4
Senses passive Perception 12
Languages any two languages
Challenge 2 (450 XP)

Crack Shot. A ranged weapon deals one extra die of its damage when the sergeant hits with it (included in the attack).

Dauntless. The sergeant has +2 AC if at least one of the sergeant's allies is within 5 feet and isn't incapacitated.

Actions

Brown Bess. *Ranged Weapon Attack (reload 1, misfire 2):* +5 to hit, range 60/240 ft., one target. *Hit:* 16 (3d8 + 3) piercing damage.

Spontoon. *Melee Weapon Attack:* +4 to hit, reach 10 ft., one target. *Hit:* 6 (1d8+2) piercing damage.

Volley Fire. The sergeant orders allies with the ***Regimented*** trait and a loaded musket to prepare a volley. Any such ally within 30 feet that has not acted this round (or an ally that has taken the Ready action) can immediately move up to half their speed to close ranks. Participating allies can take no further actions this round.

If two or more of such allies form a continuous row they can fire their musket in a volley, a 100-foot line that is 5 feet wide per participating ally. Each creature in that line must make a DC 12 Dexterity saving throw, taking 14 (4d6) piercing damage on a failed save, or half as much damage on a successful one.

Clear / Reload. As long as the sergeant doesn't move on its turn, it can either reload its firearm, or attempt to repair a misfire (DC 10).

On the Patriot side, however, field commissions were given far more freely— distinguished war veterans, militia captains, and even enlisted soldiers of good reputation were offered commissions as the needs of the new Continental Army grew. Many field officers in the Continental Army were originally British soldiers, who joined the cause of the revolution against their former employers.

Officer's commissions were also awarded to indigenous leaders on both sides of the war, particularly to members of the Iroquois Confederacy.

Footmen were the soldiers of a Continental Line or British Regiment of Foot. Also known as regulars, footmen were the standard infantry that made up line infantry regiments. After the French and Indian War, British regulars were stationed in North America as a standing army for the first time. Soldiers at this rank were often given their first opportunity to take up arms. In particular, the British implored enslaved Black people to join their ranks in exchange for their freedom.

These redcoat soldiers offered the local militias some drills and training, but as tensions rose, it became clear that the British found this less important than keeping the colonists in line. The Quartering Act, which required Colonial citizens to allow British soldiers to sleep in their homes, was heavily protested by the colonists, and eventually became the foundation of the 3rd Amendment.

Sergeants were non-commissioned officers designated to lead troops in battle. Ranked between the foot soldiers and their commanding officers, sergeants lived in the enlisted barracks and trained troops under the orders of field officers. Foot sergeants gave orders on the battlefield, arranging their troops in formation to attack. Muskets were notoriously unreliable; they were inaccurate and good only for short ranges. Thus sergeants arranged their troops in formation to perform volley fire—footmen were arranged in three rows to fire alternately; the first row would fire and then kneel while reloading to allow the soldiers behind them to fire. This required precise timing and coordination on behalf of the soldiers, and a good sergeant was imperative to executing the maneuver correctly.

Fusilier

Medium soldier (british, hessian, or prussian)

Armor Class 15 (broadcloth uniform)
Hit Points 30 (4d10+8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	17 (+3)	14 (+2)	13 (+1)	14 (+2)	10 (+0)

Saving Throws Con +4
Skills Perception +4, Intimidation +2
Proficiencies gunsmith's tools, tinker's tools
Senses passive Perception 14
Languages English, Low German
Challenge 2 (450 XP)

Crack Shot. A ranged weapon deals one extra die of its damage when the fusilier hits with it (included in the attack).

Rapid Reload (1/Day). The fusilier can take the Clear / Reload action as a bonus action.

Assault Party. Two or more fusiliers from the same faction can form an assault party. While any two members are within 45 feet of each other and not incapacitated, they can each cast the following gambits but must share the gambit slots among the other members of their party:

3/day each: *barbed spike, sally forth*
2/day each: *blowback, conjure barrage*
1/day: *fusillade*

For casting these gambits, each fusilier is a 7th-level caster that uses Constitution as its casting ability (save DC 12, +4 to hit with gambit attacks).

Actions

Fusil Carbine. *Ranged Weapon Attack (reload 1, misfire 2):* +5 to hit, range 40/160 ft., one target. *Hit:* 16 (3d8 + 3) piercing damage.

Long Knife. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 5 (1d4+3) slashing damage, or 6 (1d6+3) slashing damage if used with two hands.

Clear / Reload. As long as the fusilier doesn't move on its turn, it can either reload its firearm, or attempt to repair a misfire (DC 10).

Fusilier is a storied rank, dating back to the early days of musket warfare. Equipped with early flintlock weapons, at a time when most soldiers used matchlock guns with lit, sparking fuses, they protected artillery and vulnerable caches of black powder. By the time of the Revolution, the flintlock was the norm, but the fusilier's reputation as an elite infantry unit remained. The Royal Fusiliers participated in many of the most significant battles of the war, operating on the front lines of the major offensives that captured both Philadelphia and Charleston.

Grenadier

Medium soldier (any heritage)

Armor Class 15 (broadcloth uniform)
Hit Points 52 (7d10+14)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	15 (+2)	12 (+1)	11 (+0)	8 (-1)

Saving Throws Con +4, Wis +2
Skills Athletics +8
Proficiencies munitions kit
Damage Resistances fire
Senses passive Perception 10
Languages any one language (usually heritage language)
Challenge 3 (700 XP)

Reckless. At the start of its turn, the grenadier can gain advantage on all melee or ranged weapon attack rolls it makes during that turn, but attack rolls against it have advantage until the start of its next turn.

Refined Saltpeter. The grenadier increases the damage die of grenades it throws by one step and the saving throw DC by 1 (included in grenades).

Grenades (misfire 3). The grenadier is issued the following grenades. It can throw them as an action, using Strength as its attack modifier (+6 to hit, range 30/70 ft., target point).

3/day: *Portfire (10 ft. radius)* DC 13 Dexterity save, 13 (3d8) fire damage
1/day: *Smokepot (20 ft. radius)* DC 14 Constitution save, smoke cloud, creatures who fail their save have disadvantage on attack rolls.

Actions

Multiattack. The grenadier makes two attacks: one with its liège musket and one with a grenade. Alternatively, it can make two bayonet attacks. or two attacks with its bayonet.

Bayonet. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 9 (1d10 + 4) piercing damage. The grenadier can affix or unaffix a bayonet as a bonus action.

Liège Musket. *Ranged Weapon Attack (reload 1, misfire 2):* +5 to hit, range 60/240 ft., one target. *Hit:* 14 (2d10 + 3) piercing damage.

Clear / Reload. As long as the grenadier doesn't move on its turn, it can either reload its firearm, or attempt to repair a misfire (DC 10).

Trappings. When the grenadier is defeated, there is a 60% chance to recover either two portfire grenades or one smokepot grenade.

Grenadiers had a reputation for strength and fearlessness. Selected from among the biggest and strongest recruits to serve as assault troops, they were sent into battle with dangerous explosives. Some were still armed with handheld fuse-lit grenades, carrying bronze match cases with a piece of burning hempen rope as their tools. They were unable to wear hats with wide brims as these prevented them from throwing grenades overhand, and so adopted distinctive, towering bearskin hats. Grenadiers had a reputation for charging heedlessly into battle. They stormed entrenched Patriot defenses at Bunker Hill, overcoming the heavy fire that had routed other companies before. An elite force, grenadiers could expect a higher degree of respect and pay than the average infantry soldier.

Battle-Trained Mount

A mount will spook and become frightened when a firearm or piece of artillery is fired within 30 feet of it. A rider can use their reaction to make a Wisdom (Animal Handling) check to calm a spooked mount, granting immunity to the frightened condition until the start of the mount's next turn. A character proficient in Animal Handling can spend 20 days of downtime to battle-train a mount, acclimating it to the sights and sounds of battle so that it doesn't spook. Warhorses are already battle-trained.

Hussars were light cavalry used to scout and skirmish deep into enemy territory. Their high speed and mobility also made them ideal choices to deliver important orders and dispatches. While units like the legendary winged hussars of Poland-Lithuania were renowned for mass charges numbering in the thousands, most European nations used hussars to fill a light cavalry role.

To minimize their losses, hussars used a tactic called late concentration. They would advance in a loose formation—to defend against the deadly volley fire of infantry—then rapidly form up after closing the distance to charge as a unified force. Weighing over a ton, a row of charging warhorses was a fearsome sight to behold. Even seasoned infantry units could break as their lines were trampled.

While a great asset when available, hussars were not common in the colonies due to their cost. Cavalry companies were expensive to support; transporting trained mounts to the front was difficult, let alone across the ocean from Great Britain, where many died in cargo holds. Horses needed to be fed, stabled, and shoed, which was especially difficult during wartime conditions when a dozen fighting men could be supplied for the same expense.

Hussar

Medium soldier (any heritage)

Armor Class 16 (braided dolman)
Hit Points 43 (6d10+12)
Speed 30 ft. (60 ft. while mounted)

STR	DEX	CON	INT	WIS	CHA
16 (+3)	15 (+2)	14 (+2)	10 (+0)	15 (+2)	12 (+1)

Saving Throws Dex +4, Wis +4
Skills Animal Handling +6, Acrobatics +5
Senses passive Perception 12
Languages any two languages
Challenge 3 (700 XP)

Battle-Trained Mount. The hussar rides a warhorse (factored into its CR). The hussar's mount acts during the hussar's turn. The only action the mount takes is the Dodge action, unless the hussar uses a bonus action to command it to Dash, Disengage, or make an attack.

Cavalry Charge (1/Day). If the hussar and its mount move at least 20 feet straight toward a creature before attacking, any mounted ally within 60 feet who has not acted this turn and has the ***Cavalry Charge*** trait can use their reaction to move up to their speed. The charging ally and its mount may make a melee attack and a hoof attack. Each ally must target a different creature.

After the attack, any hostile creature within 5 feet of a charging ally's mount must succeed on a DC 12 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Participating allies cannot act until the end of their next turn and cannot use or benefit from this trait again until the next day.

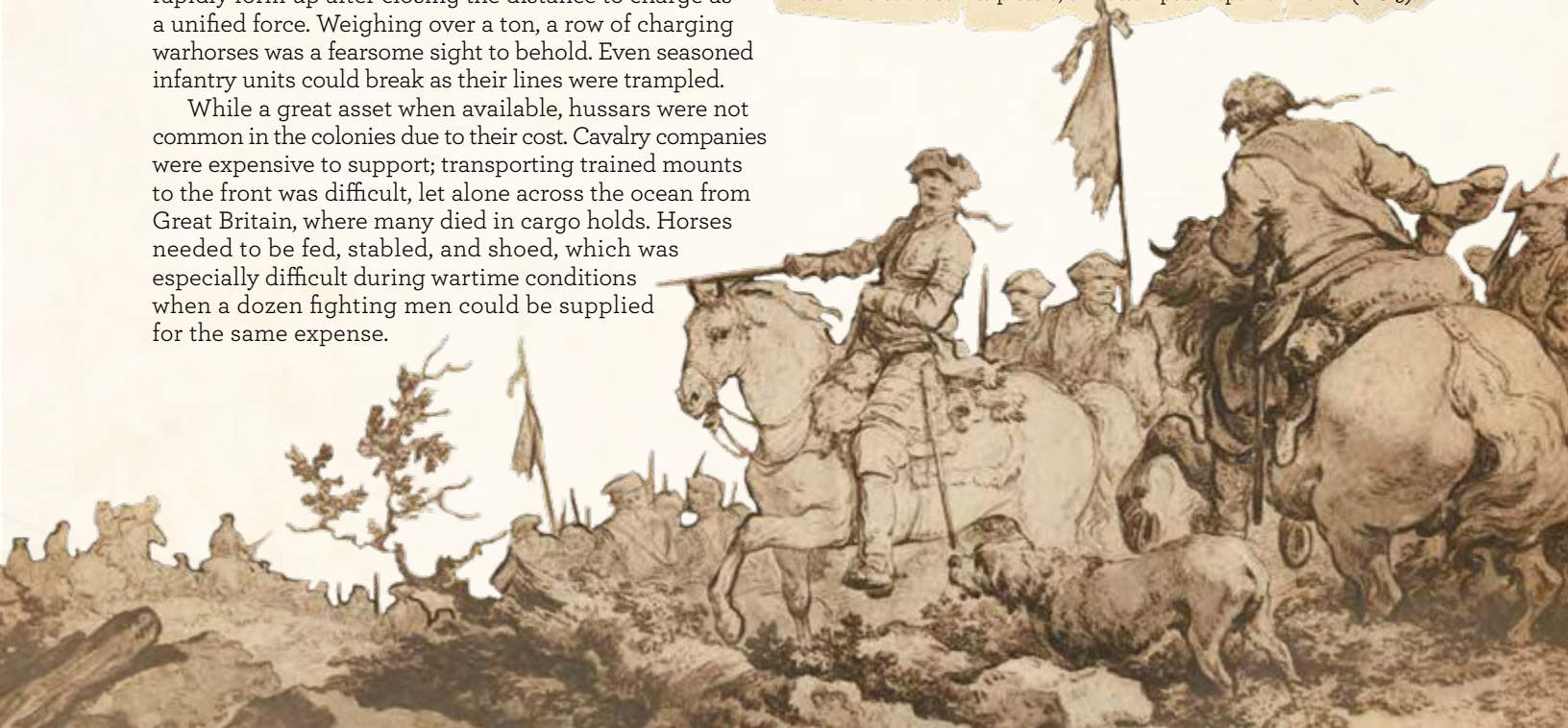
Actions

Multiattack. The hussar makes two attacks with its cavalry saber.

Horse Pistol (x2). *Ranged Weapon Attack (reload 1, misfire 1):* +4 to hit, range 25/100 ft., one target. *Hit:* 9 (2d6 + 2) piercing damage.

Cavalry Saber. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (1d10 + 3) slashing damage.

Clear / Reload. As long as the hussar doesn't move on its turn, it can either reload both its pistols, or attempt to repair a misfire (DC 9).



Invasion of Canada

"I will lay my life on it, that with fifteen hundred men and a proper artillery, I will take Montréal!"

—Ethan Allen

Adventure Primer

This adventure is designed for **three to seven 1st- to 4th-level characters and is optimized for five characters with an average party level (APL) of 2.** Characters outside this level range cannot participate in this adventure.

This adventure occurs in the British Province of Quebec around Fort Saint-Jean in the early fall of 1775.

Background

Fort Saint-Jean was built on a strategic point of the **Richelieu River**, the major north-south waterway between Canada and the Thirteen Colonies. The fort was recently reconstructed after being burned down during the British invasion of New France only fifteen years ago.

This past May, commander **Benedict Arnold** made an unsuccessful attempt to take the fort. Forced to withdraw, he has become mired in political bickering over **Continental Army** reinforcements. The remaining Patriot forces have besieged the fort with a company of mostly untrained militia.

On September 16th, General **Richard Montgomery** arrived to take control of the army. Under Montgomery's command, at least nominally, is the headstrong and boastful militia leader **Ethan Allen**.

Following another failed attack on the fort, Allen returned from a scouting mission with several score of new recruits. Not in the mood for Ethan Allen's antics, Montgomery has sent Allen back out into the hinterland with a small contingent—including the players—on a mission to recruit more of the locals.

Allen, not to be so easily dismissed, has plans of his own to invade the **Île de Montréal** with the militia. Meanwhile, Montgomery's subordinate **James Livingston** assumes direct command of the siege and all new Canadien recruits.

When the characters return to the siege in early October, they will find breastworks, cannon batteries, and other fortifications built by the Continental Army. Despite this, the conditions in camp grow poor. Beset by bad weather and disease, morale is low and success is uncertain. The entire invasion hinges on taking and holding Fort Saint-Jean. Will the party be able to turn the tide for the patriots?

The Republic of Vermont

Ethan Allen obtained land in the New Hampshire Grants in 1770, and organized militias to protect the area from New York land speculators. The region declared itself an independent republic early in the war, and Allen became a leading political figure.

Overview

The adventure's story is spread over **three parts** and takes approximately **three hours** to play. The adventure begins with a Call to Action scene. It also contains **two optional bonus objectives**—each taking **one additional hour** to play.

- **Call to Action: Promoting an Invasion.** The characters are sent out with Ethan Allen in advance of the army, to scout the region and recruit the local people to the cause.
- **Part 1: Battle of Longue-Pointe.** Crossing the St. Lawrence with Allen, the characters try to mount an attack on Montréal.
- **Part 2: Siege of Fort Saint-Jean.** The characters rejoin the Army besieging the fort and fend off the British reinforcements.
- **Bonus Objective A: Je Ne Sais Québécois.** A nearby Oneida trading party is rumored to be sympathetic to the Patriot cause. Perhaps they can be persuaded to aid in the siege.
- **Bonus Objective B: The Mighty Richelieu.** Livingston reports that Fort Chambly to the north is poorly guarded and ripe with supplies. Meanwhile, the HMS *Royal Savage* is a continued hindrance as it bombards the besieging army from the safety of the Richelieu River.

Adventure Hooks

The following plot hooks provide some possible ways for the characters to get involved in this adventure.

New Recruit. Despite having no legal authority to govern, the Continental Congress has authorized officers of the army to enlist new soldiers. Characters may have joined on the promise of money, land, or food and medical care.

Soldier of Fortune. For those not willing to commit to an enlistment, there is good money to be made as a mercenary. The Army is desperate for experienced light infantry, who can operate semi-independently and take on tasks not suited for your average regular.

Letters to the Inhabitants of Quebec
Published by Congress in the early years of the Revolution, these letters were widely distributed in both English and French. They argued that the British government was denying Canadien colonists several liberties which had been promised in the 1774 Quebec Act—notably a representative government—and invited the Québécois people to form their own legislative assemblies and send delegates to the Continental Congress.

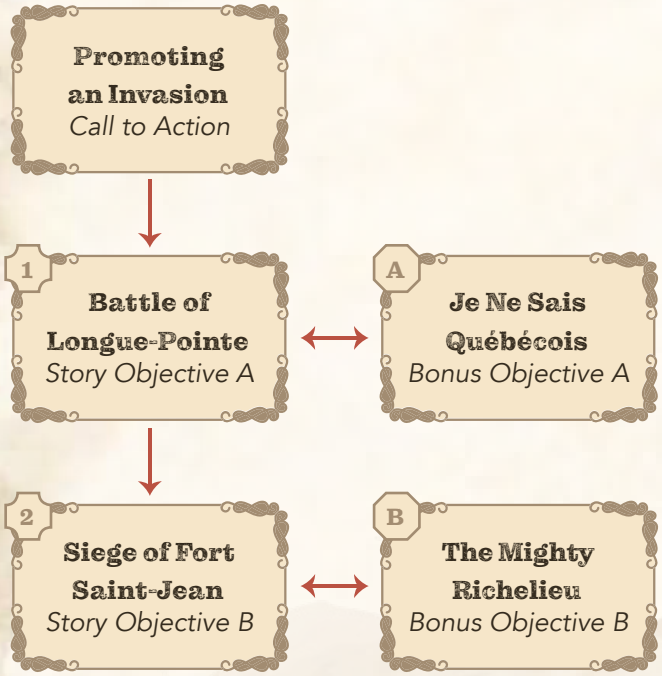
The letters were met with limited success. While a handful of Québécois were convinced to join the Revolutionary cause, most were largely indifferent to both the British and the Patriots.

People of the Grants. New Hampshire settlers west of the Connecticut river have been in a decades long dispute with New York. It was only recently that the bounty on the heads of the Green Mountain Boys was lifted, and some of these militias joined the army. However, their allegiance to the Patriot cause is still up for debate.

Habitants de Liberty (or Habitants Opprimés). The Crown only recently gained control of New France; most of the inhabitants don't even speak English. The Continental Congress has distributed letters urging the French Colonists to rise up against tyranny and join the fight for liberty against the British.

Adventure Flowchart

This section provides a basic understanding of not only the flow of the adventure, but also the outline of the different paths that the players may take in reaching their stated objective.



Promoting an Invasion

Estimated Duration: 20 minutes

To Sorel and Back

On September 18th 1775, **Ethan Allen** is given command of a small detachment of eighty soldiers, including the party. Allen is instructed by **General Montgomery** to scout ahead of the army and to recruit local militia as he travels north to Sorel. The characters should each decide if they just returned with Allen from his first recruitment in Canada, or if they recently arrived at the army camp.

Winter is on the horizon, the weather is turning cold, and with every delay General Montgomery's mood has soured. With most mornings spent knocking the frost from your boots, you've felt the officers growing tense and stern.

While the bulk of the army prepares for the next assault on Fort Saint-Jean, Ethan Allen has returned from his mission in Canada. Within hours of his return the general has had enough of his posturing and brazen tactics, and ordered him north once again, to scout the road ahead and recruit Canadien locals. You have been selected to join the small contingent that will accompany him.

Region Information

The Continental Army's camp is entrenched around Fort Saint-Jean and has the following features.

Fortifications. The encampment is lightly fortified, to defend against an attack by the besieged British or bombardment from the **HMS *Royal Savage***, a two-masted schooner on the Richelieu River.

Sights. A glance around the camp reveals that the vast majority of the men are farmers, not hardened soldiers.

Sounds. In the distance, a detachment of Green Mountain Boys—Vermont militia, formerly under the command of Ethan Allen—let out a cheer, having just received orders to accompany Allen's ally **John Brown** on an important mission in advance of the Army.

Smell. The smell of swamp is heavy around the camp.

Morale. Morale in the camp is moderately high after a successful attack on, British caravan yesterday. However, Montgomery is frustrated by earlier failures and the storms.

Creature Information

The troops at the camp are made up of both well trained militia and new recruits (in game terms, the new recruits are **conscripts** that speak English instead of German and the well trained militia are **minutemen**). Most are working on completing fortifications around the camp. Montgomery and most of the other officers have returned to his camp at Île-aux-Noix.

What Do They Want? The troops have been offered the same promises of wealth, fame and glory that may have encouraged the characters to enlist. They want to oust the British troops and return to their homes and families.

What Do They Know? Montgomery didn't start with command of this operation. General Philip Schuyler was in command until he fell ill. Some soldiers think this may be an indication that soon disease will spread among their ranks. They also know that Montgomery is set on proving himself worthy of this new command.

Call to Action: Oh, Canada

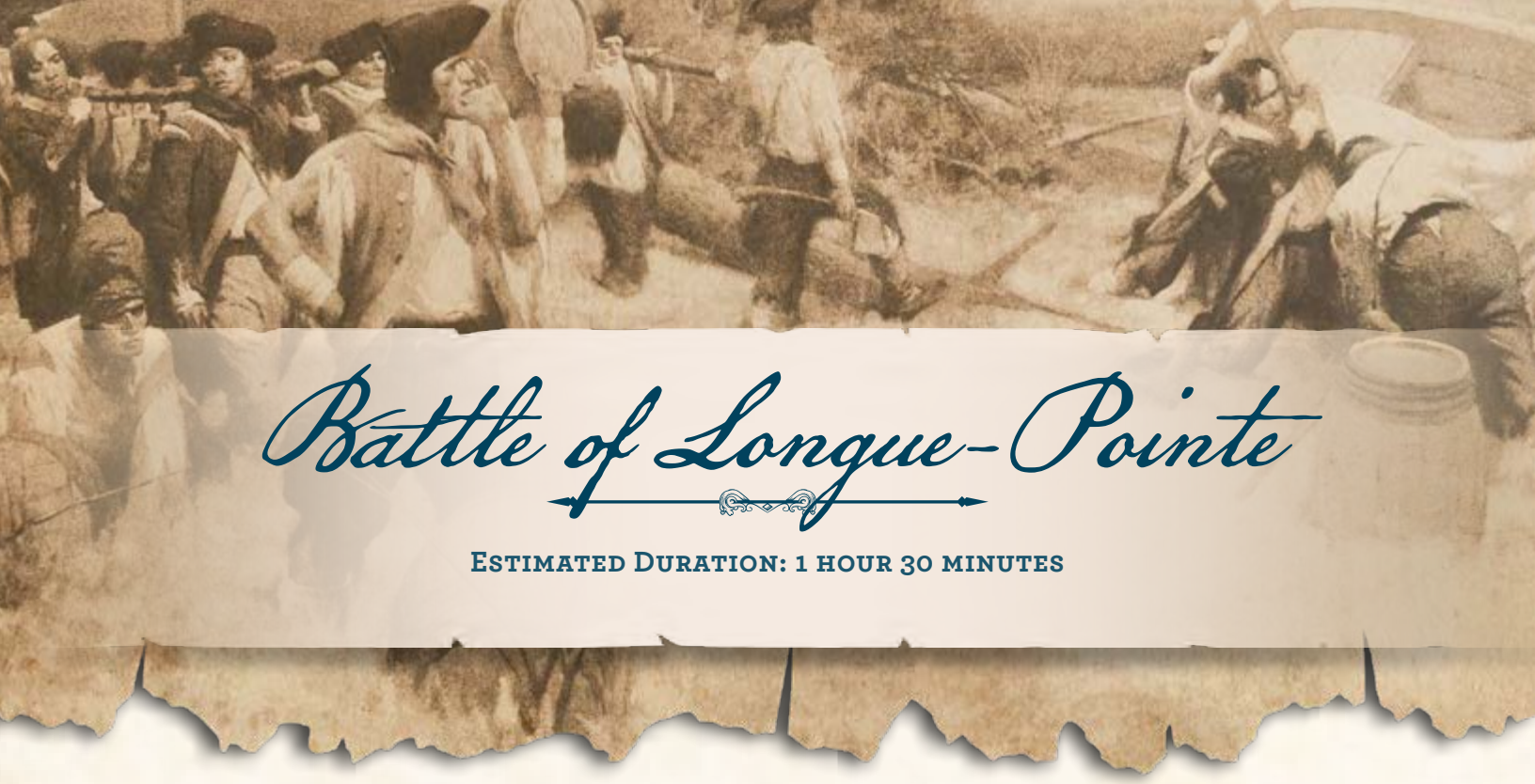
Led by Ethan Allen, the party travels north along the river, going from town to town to recruit friendly local militia and collect the troops already recruited by **James Livingston**, Allen's rival.

Along the way, the characters can assist by trying to recruit the Québécois. A character can make a Charisma (Persuasion) check to recruit troops. Depending on the result, they may gain advantages later in the adventure and earn Allen's favor. If a character speaks French, they have advantage on this check. A character can attempt to make a Charisma (Intimidation) check instead, but they suffer disadvantage on the check and don't receive advantage if they speak French.

Recruitment Results

DC	Result
10	A valiant attempt. Allen notices and appreciates the help, however no additional troops are recruited.
15	The characters recruit a few scores of Québécois who travel back to the main camp around the fort.
20	A tremendous success. The characters recruit nearly a hundred troops. Some of these troops stay on with Allen and the party instead of going back to the fort.
25	The characters recruit more troops than Allen himself! Allen celebrates this and tells them they will live on in history. The characters gain the above benefits and the respect of James Livingston when they meet him later.

If the characters score a 12 or higher on their recruitment check, they are responsible for recruiting **Clément Gosselin**. Clément is grateful to the party and will be more willing assist them later in the adventure. While traveling with Allen, the party's daily rations are provided by the Continental Army.



Battle of Longue-Pointe

Estimated Duration: 1 hour 30 minutes

A. Planning an Attack

After recruiting troops along the Richelieu River, Ethan Allen and the party head south to meet up with Major **John Brown** and his forces. Allen leaves the party behind on the bank of the St. Lawrence River, opposite from **Île de Montréal**, while he meets with Brown.

BONUS OBJECTIVE A. If using this additional content, the party learns that a local Oneida trading party is just outside **Kahnawake**, a neutral Mohawk village. While Allen is away, the party goes to meet with the trading party's leader to see if they can be persuaded to aid in the cause.

Story Objective A

Crossing into Montréal and surviving the battle of Longue-Pointe is **Story Objective A**.

The cold has seeped into your bones as the threat of winter lingers over your party. But one man seems unaffected: Allen has been restless, growing more energetic the farther north you travel.

You are camped now outside of Longueuil, a small town that is nevertheless accustomed to outsiders, though usually their visitors come and go with goods instead of war. The locals are not unfriendly, but their niceties are tinged with the suspicion that you will bring trouble to their door.

Region Information

This region of the St. Lawrence has the following features.

Terrain. The South bank of the river is swampy, with patches of dense forest and few hills.

Travel. The roads along the Richelieu River make travel easy, however the swamps and forest make it difficult to travel offroad.

Settlements. The party and the rest of Allen's troops are camped outside the small ville of **Longueuil**, a merchant town.

Dangers. The attack will not work if the British command gets word that Patriots are gathering outside Montréal. There are small British and Loyalist scouting parties patrolling the area.

Creature Information

The inhabitants of the town are **Partisans** with a CR no higher than 1.

What Do They Want? Most of the townsfolk are undecided about the Revolution and would prefer to remain neutral. To convince them to assist, they would need assurances that the Patriots would cede New France back to the local inhabitants after the war. If perturbed or threatened by the party, they may alert nearby British or Loyalist patrols.

What Do They Know? If convinced, the locals can help in multiple ways as described in the **Local Assistance** sidebar.

Development

The characters have been trekking with Ethan Allen for the better part of a week with little to no rest. If the characters have earned the respect of Allen by helping him recruit the locals, he tells them of his plan to invade Montréal on his own. If not, he tells them to camp out for the night with the rest of his forces.

Depending on the experiences the party has had with Allen, they may realize that he is overconfident and that they need to improve their chances, or try talk him out

of it—however, Allen cannot be convinced. The party can assist by procuring additional boats, improving morale, or otherwise preparing for the river crossing with the assistance of the townsfolk.

It is a few hours later that Allen returns from his meeting with Brown. His face remains serious as he begins to call out orders to the men, but a light in his eyes betrays a new energy in his movement. Seeing your glance, he motions you over, practically bouncing on the balls of his feet in excitement as he gives you your next directive.

B. Crossing the River

Allen returns from his meeting with Major Brown ecstatic that he will aid in the attack. The plan is simple enough: before dawn, Allen will cross at Lounge-Pointe, and Brown, with some 700 troops, will cross further down river. After reconvening, they will make a joint attack on Montréal.

It will take 3 crossings to ferry Allen's forces across the river, unless the party has acquired (or stolen) additional boats.

Area Information

The crossing of the St. Lawrence River at Longue-Pointe has the following features.

Dimensions & Terrain. The river is just over half a mile at the crossing.

Local Assistance

Here are some suggestions of how the inhabitants of Longueuil can aid in the attack on Montréal. If the characters try to intimidate the townsfolk, they have disadvantage on all social checks and on a failure the townsfolk will alert a British scouting party.

Boats. Allen has procured some boats to get his troops across, but it will take several trips to ferry all of them unless they have more. If the party succeeds on a Medium difficulty social check, they procure more boats. If they offer enough money and supplies, they can gain advantage on this check.

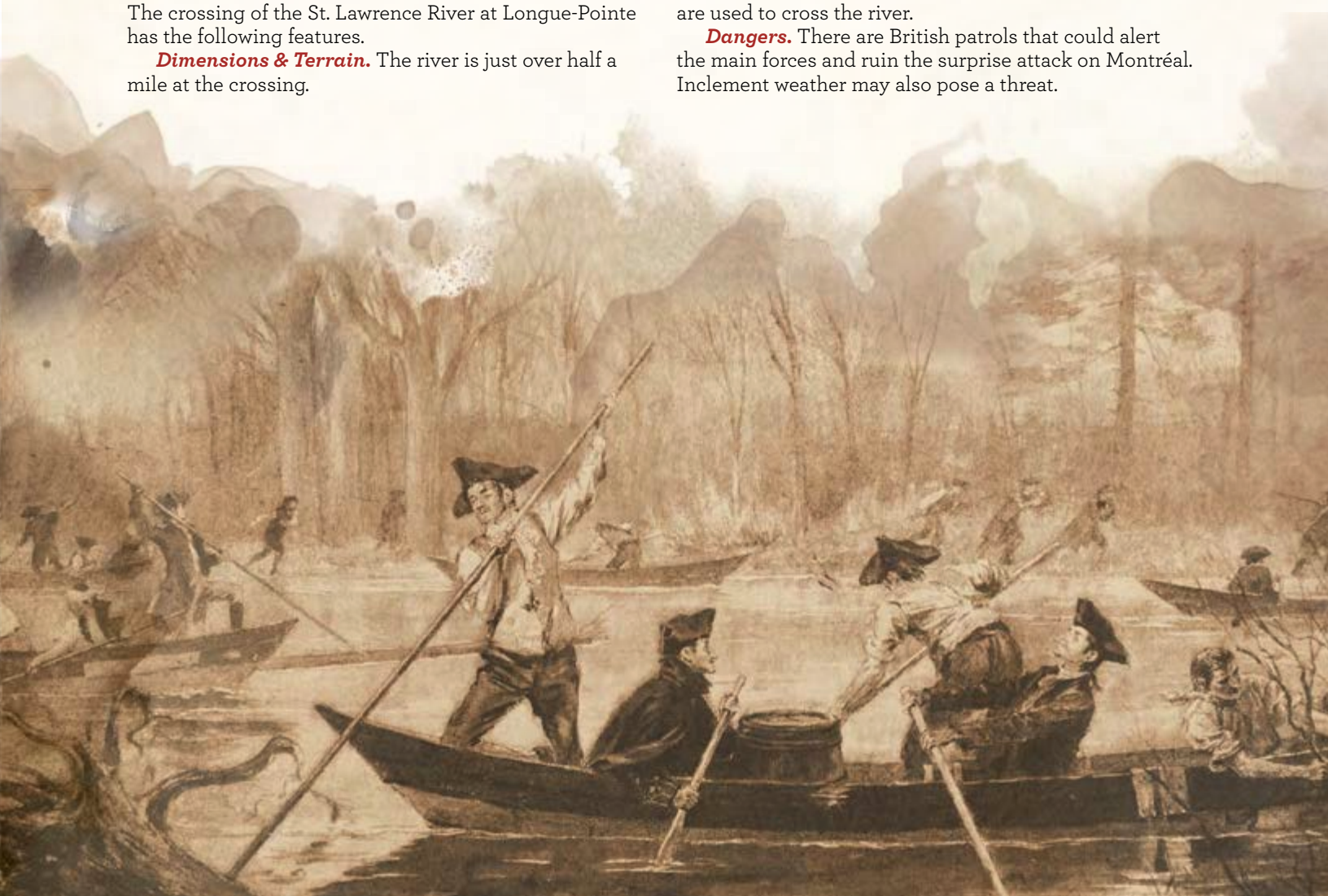
Scouts. Recruiting some local scouts will help learn more about the river and local area. If the party succeeds on a Medium difficulty social check, they recruit some local guides.

Entertainment. Allen's troops are tired and sore, and could benefit from a morale boost before the attack. The party can purchase beer from the merchants in Longueuil. If they do, they can improve the morale of the troops before the river crossing.

Weather. A cold wind blows in from the west. For the past week the weather has been poor; at best, a light drizzle, and at worst, freezing rain. Before the crossing the GM should consult **Appendix 3** to determine the **Poor** weather.

Travel. Small bateaux (simple flat-bottomed boats) are used to cross the river.

Dangers. There are British patrols that could alert the main forces and ruin the surprise attack on Montréal. Inclement weather may also pose a threat.



Creature Information

There are some British and Loyalist scouting parties patrolling the area, made up of either 3 **highlanders** (Scots-Irish) or 4 **footmen** (British).

What Do They Want? The patrols just want to locate Allen's forces and report it back to the British command; they do not want to engage in battle if they can help it.

What Do They Know? The patrols do not know about an impending attack, unless the characters caused the townsfolk to report them or if the characters are discovered while trying to cross.

Development

To determine how successful each crossing by Allen's men is, the GM needs to roll a d20 and consult the **River Crossing** table below. If the party procured additional boats, only 2 rolls are needed to cross. Each character in the party can decide which crossing they want to be on.

The GM adds 1 to the d20 result for each task the party has accomplished: gained local knowledge of the river, improved troop morale, or made a successful Medium difficulty Intelligence (Stealth) check to find an ideal location to cross without attracting attention.

River Crossing

d20	Result
1-5	**British Scouts.** Allen's troops are spotted by a British or Loyalist scouting party (GM's choice). The party spots the scouts and must act fast before the scouts can escape and alert the main British forces.
6-10	**Strenuous Crossing.** The waters are choppy. Any character crossing must make a DC 12 Strength save or gain a level of exhaustion from the hard rowing.
11-17	**Uneventful Crossing.** This group of Allen's troops are ferried across without incident.
18+	**Expert Crossing.** Allen's men are ferried in record time. Any character in the crossing gains inspiration.

If a character on a crossing is proficient in water vehicles or navigator's tools, they can make Medium difficulty tool check to reroll the d20, but the GM must abide the new result.

Adjusting the Scene

Here are some suggestions for adjusting this scene:

- **Very Weak:** Allen's troops need to make one less crossing.
- **Weak:** Reroll any British Scouts results.
- **Strong:** Regardless of the crossing results, the last boat is are spotted by 3 **highlanders** (Scots-Irish) as it is preparing for the final crossing.
- **Very Strong:** Increase the Strength save DC of Strenuous Crossing by 2. Allen's troops need to make an additional crossing.

If the characters have taken other actions to aid or hinder the crossing, it is up to the GM to determine any further modifiers.

If any scouts manage to escape, proceed directly to the next scene (**Scene C**) without making any more crossing checks. The party is sent out to try and catch the scouts but are ambushed by the redcoats at the farm. In the first round of combat, the characters are surprised if their passive Wisdom (Perception) is 12 or lower.

C. The Three Huzzahs

Early in the morning, Ethan Allen is waiting for the signal from Major Brown and his troops that they have made it across the river and are ready to mount the attack. After several hours, no one has heard the three "huzzahs" that Brown's troops were supposed to signal with.

The air is thick with tension as you and the rest of the men wait to hear Brown's signal, the three "huzzahs" that he'd said he'd send up as the signal to mount the assault. Allen has been pacing since dawn, his boots wearing a rough circle into the ground around his tent. As the morning stretches on, he finally reaches a breaking point. "You," he says, gesturing toward your group, "Go scout up the river and find out what's kept them. If they've been attacked—" He breaks off, glaring darkly at the river. "We will persevere."

Frustrated, Allen sends out the characters to try and locate Brown a few miles from their position. The characters encounter a squad of redcoats advancing on Allen's position.

Area Information

The characters encounter the redcoats on a farm that has the following features:

Dimensions & Terrain. There is a small wheat field around a single story farmhouse. A low stone wall surrounds the property.

Weather. The weather can change rapidly in the Canadian fall. The GM should consult **Appendix 3** to determine the **Poor** weather during this scene.

Sights. The farm has been abandoned for some time. There are discarded farm tools and musty hay bales scattered about.

Smell. The sweet smell of wheat fills the air.

Travel. Small trails run by the farm that connect to Montréal. The characters have traveled about 3 miles south from Allen's main force.

Creature Information

A squad of 5 **footmen** (British) and a **foot sergeant** (British) encounter the party before the characters can locate Brown's troops.

What Do They Want? The redcoats want a quick resolution to the battle.

What Do They Know? The redcoats are part of a force of 200 trained soldiers and some 50 or so Mohawk warriors sent to attack Allen's roughly 120 troops, who are mostly new recruits.

Adjusting the Scene

Here are some suggestions for adjusting this scene:

- **Very Weak:** Remove two **footmen** (British).
- **Weak:** Remove one **footmen** (British).
- **Strong:** Add two Mohawk **tribal guides** (Iroquois).
- **Very Strong:** Add two Mohawk **tribal archers** (Iroquois).

Development

As the characters search for Brown's forces, they encounter the redcoats. If the characters are advancing into enemy territory carefully, the GM should have the whole party make a DC 12 Dexterity (Stealth) check. If at least half the party succeeds, they catch the British troops unaware. If all the characters succeed on the check, they can make some preparations before the redcoats attack.

At the beginning of the second round of the encounter, any character with a passive Wisdom (Perception) score of 12 or higher hears the sound of muskets echoing from Ethan Allen's last position. Allen's troops have been attacked by an overwhelming force. The Battle of Longue-Pointe has begun.

This should be a challenging fight for the party, especially if they are injured from the crossing. If the characters decimate the redcoats, the GM should consider adding a few reinforcement **footmen** (British) or Mohawk **tribal guides** (Iroquois). If the characters are having difficulty with the fight Clément Gosselin, a **voyageur** (Québécois) arrives with two **minutemen** to assist the party.

Proceeding to Part 2

After the fight—if not during—**Clément Gosselin** arrives and informs the characters that Ethan Allen was captured and the battle was lost. Allen is imprisoned by Guy Carleton, the British governor of Quebec, for the remainder of the offensive. A rescue attempt would be next to impossible without the full backing of the Continental Army.

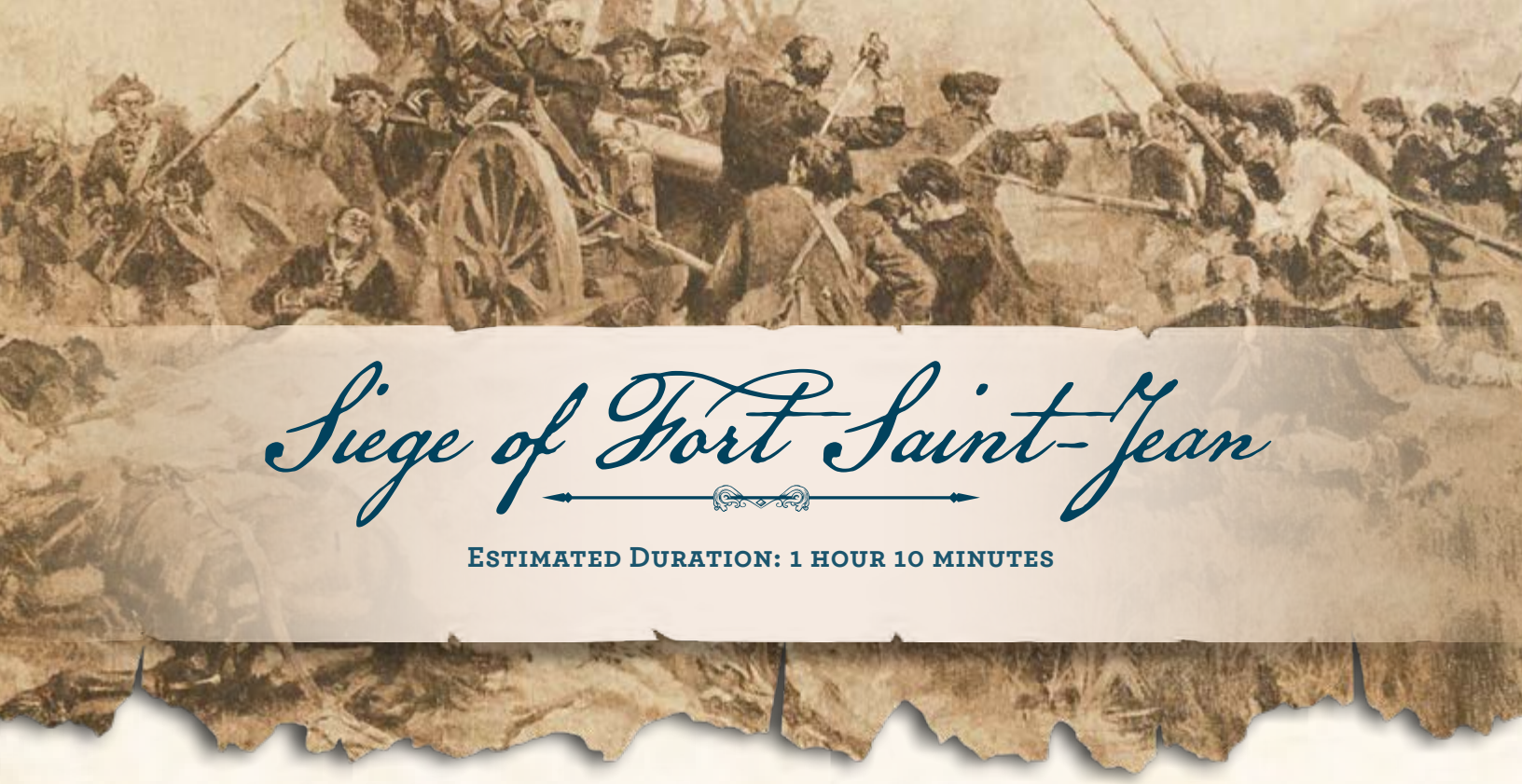
If the characters were responsible for recruiting Gosselin in the **Call to Action** scene, he'll travel with them back to the Continental Army's camp. Otherwise, he will be hesitant to continue with the party as they fall back from Montréal, insisting it's safer to travel in small groups.

Crossing back over the St. Lawrence is uneventful, and as long as the characters are careful they are able to avoid British patrols. It takes seven days to get back to camp. During this time, the party learns that John Brown's troops never crossed the river and Allen's mission was doomed to fail.

If the players have advanced quickly through the adventure, the GM can roll on the **Canadian Encounters** table below and create a custom mid-adventure encounter.

Canadian Encounters (Levels 1-4)

d100	Encounter
1-11	1d4 Canadien **woodsmen** and a **voyageur** (Québécois) returning from a successful hunt
12-15	A den of 1d8 hibernating timber **rattlesnakes**
16-22	A New Light Revival **chaplain** (Colonial) and several parishioners seeking to convert some "lost souls"
23-25	2 Loyalist **machinists** (Colonial) trying to repair a broken and immobile **galloper gun**
26-35	1d4 hungry **mountain lions**
36-42	A tired family fleeing the violence in a small wagon that has a damaged wheel on the brink of falling apart
43-55	1d6+2 **wolves** hunting a **bullock** that escaped from a nearby town
56-66	A Mohawk hunting party of 1 **tribal guide** (Iroquois) with 1d4 **tribal archers** (Iroquois)
67-75	A medium beaver dam with signs of recent construction
76-94	1d6+1 **footmen** (British) on patrol
95-100	A rutting **bull moose**



Siege of Fort Saint-Jean

Estimated Duration: 1 hour 10 minutes

A. Besieging the Fort

The party arrives at the Continental Army camp and is told they should report to **James Livingston**, who has taken command of the troops returning from the loss at Longue-Pointe. Livingston, relieved to have more experienced soldiers, updates the party on the status of the siege. The fort is too well defended, and the army is ill-equipped to mount a full on assault. However, Livingston is confident that the British Major, **Charles Preston**, will surrender if the army can maintain their control of the region.

BONUS OBJECTIVE B. If utilizing this additional content, Livingston has the party aid in the attack on the **HMS *Royal Savage***, the only naval support the besieged British have.

Story Objective B

Aiding in the surrender of Fort Saint-Jean is **Story Objective B**.

Tension hangs heavily in the air as you enter the camp that you left only a few short weeks ago. The same familiar noises of weapons being prepared, men murmuring to each other, and work being done still surround you, but they sound subdued, as if muffled by the anticipation of the next assault.

The chill of the river crossing seems to have followed you here; the dampness of the terrain seeping into your spirits as well as your fingers. The men are restless, knowing that the coming winter is a greater threat than the British soldiers.

Region Information

The Continental Army's camp entrenched around Fort Saint-Jean has changed in the month since the characters were last here.

Fortifications. The entrenchment has been reinforced, and some cannon batteries have been set up, but the HMS *Royal Savage* on the Richelieu River still poses a threat to the Patriot troops.

Sights. The cold and wet weather has not been kind to the new recruits. There are several soldiers bed-ridden with disease and the officers have likened the soldiers condition to that of half-drowned rats.

Smell. In the camp, the smell of swamp and sweat have become overpowering.

Morale. Morale in the camp has dropped quite a bit since the characters were last here. General Montgomery still hasn't launched a successful attack, and with the news of Ethan Allen's defeat the soldiers are growing worried that the British won't surrender the fort before the looming Canadian winter.

Creature Information

The troops at the camp are made up of both well trained militia and new recruits (in game terms, the new recruits are colonial **conscripts** that speak English instead of German and the well trained militia are **minutemen**).

Disease and malnutrition has caused over an entire regiment's worth of otherwise able-bodied soldiers to be sent back to Fort Ticonderoga to recuperate. The officers fear the prevalence of disease spreading through the ranks marks an ominous start to the first major military action by the new Continental Army.

What Do They Want? Most of these "soldiers" are actually farmers, eager to return home for the fall harvest, and fearful of the approaching winter and the threat of disease.

What Do They Know? Thanks to Allen's inspiring words, several Canadiens have joined up since the party was last at the camp. These soldiers know the local area quite well, and would be invaluable in trying to learn good places to lie in ambush, where game and fowl are plentiful, or how best to prepare for the Canadian weather. Depending on how the party interacted with the Canadiens during the **Call to Action** phase of this adventure, they may be more or less forthcoming with this information.

Development

Sieges are long and mostly uneventful. Days turn to weeks as the army waits for the British to surrender. The GM should encourage the players to describe how they spend this time. Are they trying to improve morale, providing much needed medical attention, hunting or trapping better food than the moldy hardtack the army is providing?

If a character spends this time aiding the army in some capacity, they gain inspiration in the next scene (**Scene B**). Depending on what action a player wants to take, the GM may call for an ability check to determine if it was successful and may reward the character with additional effects at their discretion.

If a character instead wants to focus on themself, they gain 10 **downtime days** that they can use to undertake any between adventures activity such as Crafting, Recuperating, or Training.

While stationed at the camp, the party's daily rations are provided by the Continental Army.

B. Repelling the Relief

On the morning of October 30th, **Guy Carleton**, the British Governor of Quebec, sends out a detachment of troops and supplies to cross the St. Lawrence River and relieve the besieged fort. If the characters can delay the British troops long enough for the rest of Livingston's forces and cannon batteries to get into position, then Livingston can halt the British advance, ending all hope of relief for the British forces in the fort.

Area Information

The area where the characters encounter the British troops has the following features:

Terrain. Swampy forest surrounds the fort. In order to repel the British advancement, the characters will need to engage the enemies on the paths and roads that run through the forest.

Weather. The weather has gotten worse as the cold winds bite and the drizzle and flurries give way to storms. The GM should consult **Appendix 3** to determine the **Severe** weather.

Travel. The swampy forest on either side of the paths and roads is difficult terrain.

Creature Information

Two waves of 5 **footmen** (British) and a **foot sergeant** (British) attack, trying to break through the Continental Army's siege. The second wave arrives at the start of the 4th round of the combat, 60 feet from the enemy furthest from the party.

What Do They Want? The redcoats want to push past the characters so they can reinforce the fort.

What Do They Know? The sergeants know that if this relief mission fails, Major Preston will be forced to surrender the fort.

Adjusting the Scene

Here are some suggestions for adjusting this scene:

- **Very Weak:** Remove the **foot sergeant** from the second wave.
- **Weak:** Remove a **footmen** from both waves.
- **Strong:** Add a Mohawk **tribal archer** (Iroquois) to both waves.
- **Very Strong:** Add a **voyageur** (Métis) to the first wave and two Mohawk **tribal archers** (Iroquois) to the second.

Development

The party needs to survive for at least **10 rounds** or defeat both waves of the British attack to buy enough time for Livingston's forces to push the British reinforcements back. The swampy landscape and **Severe** weather can add new complications to this encounter, with groves of trees, difficult terrain, and other obstacles that may provide cover and hinder mobility.

The GM should explain to the players that Livingston's troops will fight more effectively if the characters have improved their morale. Any character who gained inspiration in the last scene (**Scene A**) can use that inspiration to reduce the number of rounds they need to survive by 1 round. The players should be encouraged to narrate a flashback scene describing how their aid assisted Livingston's troops in overcoming the British assault.

At the beginning of the 7th round of the combat, **Clément Gosselin** (a **voyageur**) arrives to assist with two **minutemen** and follows the party's orders. If the party is defeated or forced to retreat, the British advance is still pushed back by **John Brown** and the Green Mountain Boys under his command.

If the characters successfully completed **Bonus Objective A**, they may receive assistance in this fight from the Oneida trading party.

Conclusion

On the cold morning of November 1st, Major Preston, with no hope of receiving assistance before winter, decides to surrender the fort to **General Montgomery**. Livingston commends the party for their aid in taking the fort and tells them to report to the camp Quartermaster for their payment.

Following your success at Fort Saint-Jean, General Montgomery takes Montréal virtually unopposed. Continental troops advance deeper into the Province of Quebec, though with winter soon arriving, many are at the end of their enlistments.

You set off with a small group of soldiers back to the Thirteen Colonies, relieved from service for a brief but well deserved rest. Reinforcements arrive from Fort Ticonderoga, bringing word that a young officer from Massachusetts, Henry Knox, plans to retrieve the fort's cannons in order to end the long Siege of Boston.

He is looking for soldiers and guides to help transport the artillery back east, to the Continental lines. With your aid, Knox's expedition can force the redcoats out of Boston for good!

Wrap Up: Boston Bound

Outside of Boston, **George Washington** and the main force of the Continental Army wait, locked in a stalemate with the British who still hold the city. Hopefully the arrival of reinforcements from New York will turn the tide of the war...

Historical Outcome

After the Patriot victory at Fort Saint-Jean, Montgomery and his troops went on to capture Montréal without significant fighting on November 13. **Benedict Arnold**'s expedition from Cambridge arrived in Canada that same month, and later joined up with Montgomery.

On December 31st, in the midst of a snowstorm, the Continental Army moved to capture **Quebec City**. The Battle of Quebec turned out to be a major defeat for the Patriots, during which Arnold was wounded and General Montgomery was killed.

Benedict Arnold refused to retreat from the region, and despite being outnumbered, decided to lay siege to the city. The Canadian winter is harsh, and the invasion settled into a standstill. A smallpox epidemic tore through both the army camp and Quebec City.

The Patriots sustained themselves during this time by living off the land, and purchasing supplies from the Québécois. The Army's paper money and IOUs were mostly considered worthless, causing tension between the Patriots and Canadiens. Increasingly, Arnold's soldiers resorted to taking food and supplies at gunpoint.

Despite alienating the locals, the Continental Army still hoped that patriots among them would join in their cause against the British. The Canadiens, however, were largely determined to remain neutral. The Army waited for an uprising that would not come.

Character Rewards

The characters receive rewards based on their accomplishments. These rewards can be awarded during the session or at its conclusion.

Advancement

Upon completing this adventure, each character who is level 3 or lower gains a level.

Leave Accrued

The characters each gain 10 **downtime days** worth of leave that they can take now or save to take a longer leave later. They can use leave to undertake any between adventures activity, such as Crafting, Recuperating, or Training.

Salary

If the characters successfully completed **Story Objective B**, they receive £10 as salary from the Continental Army. If they failed to complete **Story Objective B**, then they only receive £5.

Trappings

Some enemies and certain objectives are marked with the **Trappings** icon. Characters may acquire rare items by defeating these enemies or accomplishing these objectives.

This system is optional. If the GM does not wish to reward specific items to their players, they should instead increase each character's salary by £10.

Exquisite Components

Sachet cases and hunting pouches can have their rarity improved by purchasing higher quality materials and components. It costs £25 to improve one to a +1 version (rare). It costs an additional £50 to improve from a +1 version to a +2 version (very rare).

If you have an improved **Sachet Case** equipped, you gain a bonus to the saving throw DCs of your gambits, in addition to the Sachet Case's normal properties. This bonus is determined by the case's rarity.

If you have an improved **Hunting Pouch** equipped, in addition to the Hunting Pouch's normal properties, you gain a bonus to the saving throw DCs of poisons you apply. When you roll a 1 or 2 on a die to restore hit points with a poultice, you can also reroll the die if the pouch's bonus is higher than the die roll (you must use the new roll, even if it is a 1 or 2). For these properties, the bonus is determined by the pouch's rarity.

Dramatis Personae

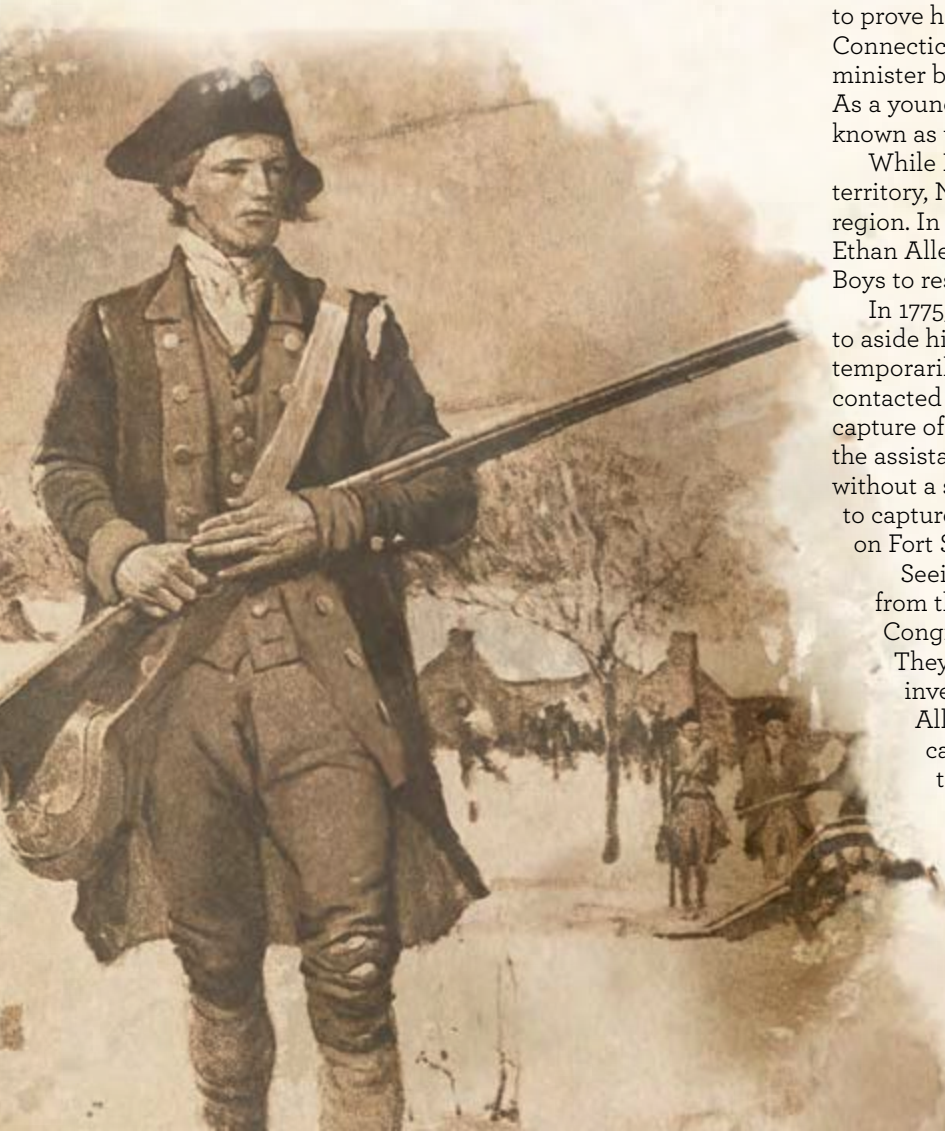
Clément Gosselin

As a Québécois, the 28-year-old Clément Gosselin has little love for the British. When he was a child, France ceded most of its eastern North American holdings to the British following the Seven Years War, turning Clément's home of New France into the Providence of Quebec.

Now with Revolution brewing in the British colonies to the south, Gosselin was ready to help drive the British out. He travels throughout the Province recruiting soldiers for the rebel cause, and enlisted his father-in-law to help clothe and supply new troops.

Gosselin is very familiar with the region and eager to aid the Continental Army in their fight against the British, be it as a soldier, recruiter, supplier, or spy.

- **What They Want.** Clément wants New France to free itself from the yoke of British rule.
- **Leap of Faith.** Clément is a devout Catholic and much more agreeable with those who share his faith.



The Quebec Act of 1774

Parliament enacted this act to formally establish the procedures of governing the Province of Quebec, which had become a British possession after the French and Indian War. It extended the Province's boundaries, reinstated French law alongside British common law, and guaranteed freedom of worship for the largely Catholic Québécois population.

The Patriots considered this one of the Intolerable Acts, as they interpreted the decree as stripping British colonists of essential freedoms. The Act seemingly voided land grants in Canada and Ohio Country, and many colonists saw it as a threat to their own Protestant beliefs.

Ethan Allen

A rebel through and through, Ethan Allen is determined to prove himself as an asset to the Revolution. Born in Connecticut in 1738, Allen initially studied to become a minister before trying his hand at farming and business. As a young man, Allen purchased land in a disputed area known as the New Hampshire Grants.

While New Hampshire traditionally claimed this territory, New York asserted its own jurisdiction over the region. In response, several settlers of the Grants, led by Ethan Allen, formed a militia called the Green Mountain Boys to resist the authority of New York lawmen.

In 1775, with revolution brewing, Allen decided to aside his feuds with the provincial government—temporarily, at least. The Green Mountain Boys were contacted by a Connecticut militia requesting aid in the capture of Fort Ticonderoga in upstate New York. With the assistance of Benedict Arnold, the fort was taken without a shot fired. The Green Mountain Boys went on to capture Fort Crown Point, and Allen attempted a raid on Fort Saint-Jean, which was unsuccessful.

Seeing an opportunity to drive British forces from the north, Allen approached the Continental Congress with a proposal for an invasion of Quebec. They authorized General Phillip Schuyler to investigate and plan the expedition. Meanwhile, Allen attempted to raise support for the Patriot cause amongst the colonists and indigenous tribes in Quebec.

Following their initial failure at Fort Saint-Jean, and perhaps put off by Allen's mercurial ego, the Green Mountain Boys voted in a new commander, Seth Warner. Undaunted, Allen convinced Schuyler and Warner to take him along as a civilian scout.

Ethan Allen is respected as a soldier, but holds no official rank in the Continental Army. The good will he incurred during the capture of Fort Ticonderoga is beginning to wane, but Allen holds out hope that success in Canada will lead to greater reward and recognition.

- **What They Want.** Allen wants to rekindle the glory he received after taking Ticonderoga but cares less about title or rank.
- **True Vermonter.** Allen is a true frontiersman and while he's a bit arrogant, egotistical and bombastic he has a deep love for his men and for the Green Mountains.

James Livingston

A grain merchant and militia leader in Montréal, James Livingston is known for his sympathies towards the rebels south of the border. Born in Albany, New York, James moved to Canada by the start of the war. By August of 1775, Livingston was put in contact with Generals Schuyler and Montgomery in order to drum up local support for the rebel cause. He also provided the Continentals with valuable intel on British activity in the north. In anticipation of the arrival of Continental troops, Livingston raised a militia of nearly 200 men.

As a merchant, Livingston has valuable ties within the local community, and his skills as a leader make him a strong public relations and military asset.

- **What They Want.** Livingston wants the Patriots to succeed in invading Canada, and to make a name for himself and his descendants.
- **Against The Grain.** Livingston isn't a conventional commander, with no formal military training he's prone to take risks that a more seasoned commander would scoff at.

Tyonajanegen

Tyonajanegen ("Two Kettles Together") is an Oneida farmer, mother, and fighter. Tyonajanegen's tribe belongs to the Iroquois Confederacy, or Six Nations. While the Confederacy attempted to stay neutral at the beginning of the war, rising tensions have made that impossible. Most of the Six Nations ally themselves with the British, but the Tuscarora and Oneida peoples are largely sympathetic to the rebel cause.

Familiar with the northern frontier, Tyonajanegen is also a skilled equestrian and knows her way around a pistol (or two). She may also be useful as a translator between English-speaking Colonials and members of the Six Nations.

- **What They Want.** Tyonajanegen wants what's best for her and her people.
- **Now You're Speaking My Language.** Tyonajanegen is inclined to remain neutral, especially while she's in Mohawk territory. She's willing to hear out the Patriots but only if they make certain assurances.

Appendix 1: Je Ne Sais Québécois

Estimated Duration: 1 hour

A. Meeting the Oneida

After Ethan Allen leaves to meet with John Brown, some scouts report that an Oneida trading party is departing from **Kahnawake**, a nearby Mohawk village. The Oneida have been sympathetic to the rebel cause and may be willing to assist.

Bonus Objective A

Convincing **Tyonajanegen** and the Oneida trading party to aid in the siege of **Fort Saint-Jean** is **Bonus Objective A**.

Region Information

The trading party has made a temporary camp a few miles from the St. Lawrence River in a region that has the following features.

Terrain. The camp is on a forested hill, far enough from the river to not risk a flood if the weather made an unexpected turn.

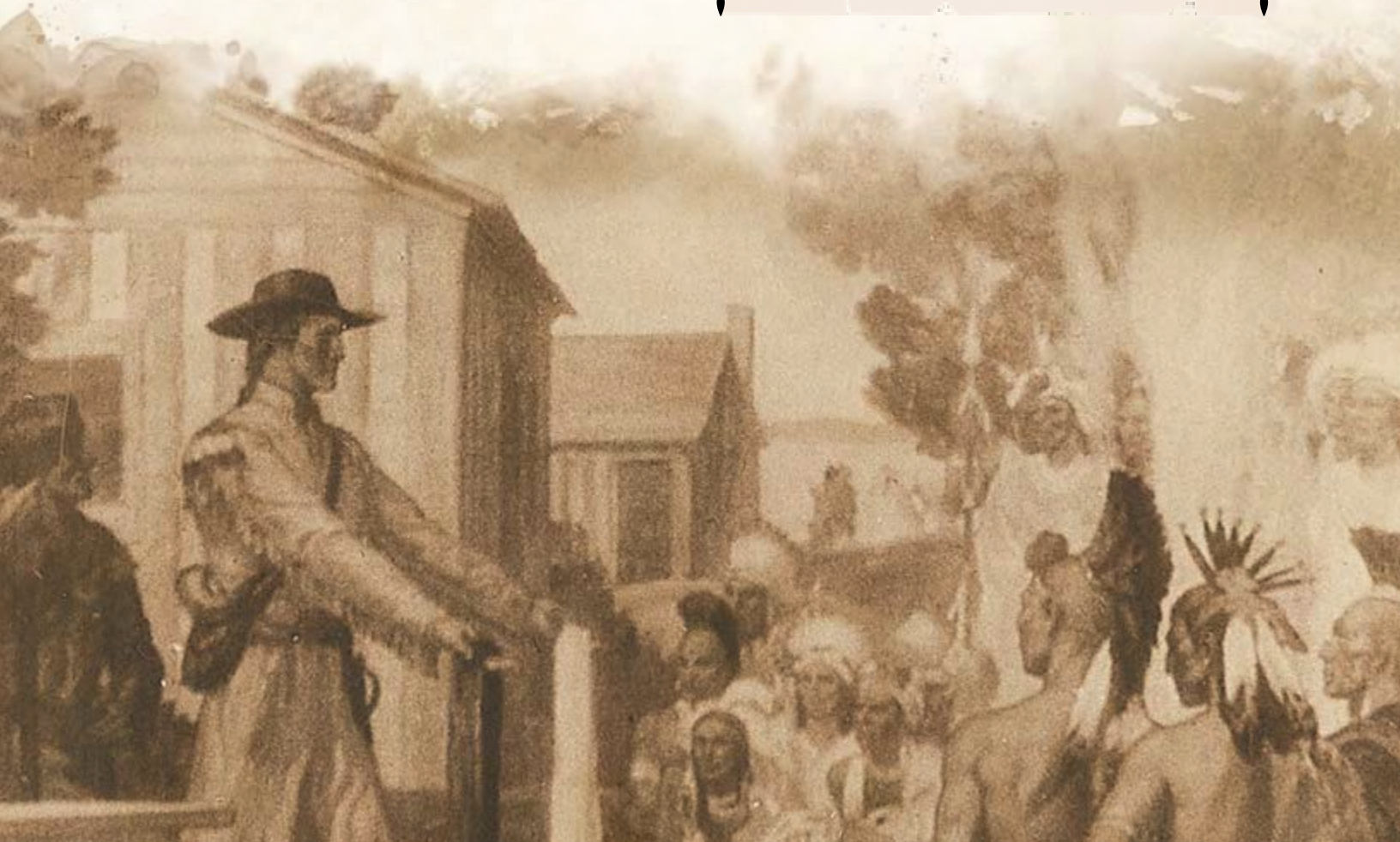
Settlements. The camp is between Kahnawake and Longueuil, where Allen left his troops.

Dangers. While the characters are here as negotiators, they are on the eve of a surprise attack on Montréal, which will certainly fail if the British get word of what Allen's forces are planning at Longueuil.

Creature Information

The trading party is led by **Tyonajanegen**, who is willing to meet with the characters as long as they are willing to engage in peaceful and honest negotiations.

> *Tyonajanegen sits by the fire, nodding directions to the rest of her group. She motions for you to sit. "If you are here as friends, not soldiers, I welcome you to stay as long as you wish. For the sake of keeping peace, I will tell you we have received some British into our camp as well."*
>
> *"I have no quarrel with either of you, but I will tolerate no violence in my camp. We are here for trade, not bloodshed. If you wish to negotiate with me, I will be open and honest with you. I only ask that you do the same."*



What Do They Want? The Oneida trading party is inclined to remain neutral and Tyonajanegen is unwilling to directly risk the lives of her people.

What Do They Know? The trading party just left Kahnawake and may have information about some Mohawk warriors that are aiding the British.

Development

The Oneida in the camp are more or less friendly with the characters, and let them move about the camp freely. Shortly after arriving, the party realizes they aren't the only ones here to court Tyonajanegen and her party.

B. Rival Negotiator

The son of a well-known Iroquois agent, John Butler, **Walter Butler** is an ensign in 8th Foot and the King's Regiment. He is very familiar with Oneida customs and is fluent in several Iroquoian languages. He has been traveling with the Oneida trading party since they left the Mohawk village and is trying to convince them to sabotage supply lines feeding the besieging Continental Army around Fort Saint-Jean.

British-Iroquois Relations

The Haudenosaunee, or the Iroquois Confederacy first formed an alliance with Britain in the late 17th century via a series of treaties called the Covenant Chain. The Confederacy fought alongside the British in several conflicts such as the French & Indian War. The Mohawk, however, grew frustrated by the influx of colonists onto their land and declared the Chain broken in 1755.

In response, the British formed an Indian Department and appointed agents to oversee relations between the Crown and the Six Nations. Additional treaties were signed in an attempt to halt western expansion, but many white settlers continued to ignore these established land boundaries.

Despite the Confederacy's official neutral stance at the start of the Revolution, the Six Nations were torn in their loyalties. The Oneida were more sympathetic to the Patriot cause, while the Mohawk favored the British. This was largely due to location and social ties.

Area Information

The camp has the following features.

Dimensions & Terrain. It's a small camp with several temporary structures. The trading party has a large amount of supplies and currency that they are traveling back with.

Weather. The characters are safe from the cold weather in the camp. If the GM has already rolled for the weather in the next scene, they can foreshadow any gathering clouds that may be forming.

Dangers. Butler is inexperienced but rather cunning. He knows that the characters will be sent away from camp if they threaten or attack him and his men, so he will attempt to goad the characters if he can.

Creature Information

Walter Butler is a British **field officer** but does not have a mount with him. He is accompanied by 4 **footmen** (British).

What Do They Want? The young Butler is eager to make a name for himself in the British Army and make use of his family ties with the different Iroquois nations.

What Do They Know? Butler knows that if he can convince the Oneida to sabotage Continental supply lines, then Major Preston may be able to break the siege and free Fort Saint-Jean.

Development

Each character can make one attempt to influence Tyonajanegen as part of a **cumulative skill check**. Players should be encouraged to be creative and utilize their talents to aid the negotiation. The difficulty of each of these checks is up to the GM. A list of example checks is listed in the table below.

Actions to Convince the Oneida

Ability Check	Result
Medium Intelligence (History) check	The party knows the British pressed the Oneida to cede a portion of their territory in the treaty of Fort Stanwix 7 years ago.
Medium Charisma (Persuasion) check	The party can draft a contract for the Continental Army to pay the Oneida trading party for their service. This makes their help contingent on convincing Livingston to honor the contract in **Part 2**.
Medium Intelligence (Investigation) check	The party discovers a letter, written by Butler, that makes it clear he has no intent of honoring his agreement with the Oneida. This may require other checks to get into the officer's tent to locate incriminating documentation.
Medium Wisdom (Medicine) check	The party provides treatment to an injured Oneida archer and medical supplies to the trading party. A player can automatically succeed on this check by offering a healing poultice.
Hard Wisdom (Survival) check	The party knows the location of a large herd of deer and other game nearby that has gone unnoticed by the trading party.
Hard Wisdom (Insight) check	The party determines that the British officer is negotiating in bad faith, and is able to convince the Oneida of his real intentions.
Hard Charisma (Deception) check	The party claims the Mohawk tribe are planning to use the British as a weapon to disband the Iroquois confederacy and invade Oneida land.

Adjusting the Scene

Here are some suggestions for adjusting this scene:

- **Very Weak:** Add 25 to the cumulative skill check result.
- **Weak:** Add 15 to the cumulative skill check result.
- **Strong:** Have Butler make a Charisma (Persuasion) check and subtract the result from the party's cumulative skill check result.
- **Very Strong:** As Strong, but give Butler advantage on the check.

After all the checks have been made, the party adds together the total values of all of their successful checks made to influence or inform Tyonajanegen. Some checks may require additional legwork, such as sneaking past redcoat guards—only the check to gain information or make an argument is added to the cumulative skill check.

The GM then rolls a d100 in full view of all players. If the die roll **is under** the cumulative skill check result, then the party is able to convince Tyonajanegen and the Oneida to assist in the siege. If the die roll **is over** the cumulative skill check result, the trading party decides it is in their best interest to remain neutral.

The negotiations will **automatically fail** and the party will be escorted from the camp if:

- Any character openly attacks or threatens a member of the Oneida party or the British delegation.
- A character is caught lying to the Oneida.
- Any of the British delegation are found dead.

Rewards

If the characters can convince the Oneida trading party to assist the Continental army, then they will lend their aid once in the combat in **Part 2**. At the beginning of the 5th round, the Oneida are able to provide help in one of the following ways. This can be determined beforehand or in the midst of combat.

- **Arrow Volley.** Arrows fly from the swamp striking your foes. Each creature in a 10-foot radius centered on a point of your choice must make a DC 13 Dexterity saving throw. A creature takes 4d6 piercing damage on a failed save, or half as much damage on a successful one.
- **Chaos in the Trees.** Running between trees just out of the line of fire, the Oneida warriors create a distraction, causing your foes to let down their offence as they brace for an assault. All enemy creatures must make a DC 13 Wisdom saving throw. Any creature who fails the save can only take the Dodge action on their next turn.
- **Raise the Tide.** You call on the Oneida to destroy a small beaver dam. At the start of your next turn water floods the area. Any creature not on high ground must succeed on a DC 13 Strength saving throw or be knocked prone. If the water is frigid, any creature knocked prone must also succeed on a DC 10 Constitution saving throw or gain one level of exhaustion. The flooded area becomes difficult terrain for the encounter's duration.

I'll remember this...

The characters may run into Tyonajanegen and Walter Butler again in the *Breaking of the Confederation* adventure. They will remember the actions and words of the characters and will react accordingly at their next meeting.

Appendix 2: The Mighty Richelieu

Estimated Duration: 1 hour

A. Vallée des Forts

The Richelieu River connects Lake Champlain to the St. Lawrence River. The river serves as a major trade route between the Province of Quebec, the Six Nations and the Thirteen Colonies, and has been controlled by a series of five forts for nearly a hundred years. Control of the river is crucial for controlling the region, and if the British maintain control, they will be able to deploy troops into the Hudson River valley and divide the colonies.

The **HMS *Royal Savage***, a small British warship, patrols this section of the Richelieu and is a major thorn in the besieging army's side. The party meets with **James Livingston** to discuss their options to deal with HMS *Royal Savage's* bombardment.

Bonus Objective B

Sinking or scuttling the HMS *Royal Savage* is **Bonus Objective B.**

Region Information

This area has the following features.

Terrain. The fort's placement protects its shipyard from bombardment from the south or the west. Livingston has constructed the battery northeast of the fort, so that it can fire upon the schooner that has been harassing the besieging force.

Travel. The battery is only about a mile from the main camp outside Fort Saint-Jean and 10 miles south of the British-controlled **Fort Chambly**.

Weather. Mid-October brings no change to the dismal Canadian fall weather. Before proceeding to the next scene the GM should consult **Appendix 3** to determine the **Poor** weather.

Creature Information

Livingston is a **field officer** (Colonial) who has been put in charge of a small force of about 200 new recruits. His knowledge of the area has been invaluable to Montgomery and his siege of the fort.

What Do They Want? Livingston wants to deal with the threat of HMS *Royal Savage* and to make a name for himself as a military stratégiste.

What Do They Know? Livingston knows that without the support from the river, the British will be forced to surrender. Livingston and most of his men are from Chambly, a bit up river from Fort Saint-Jean. They know that Fort Chambly is poorly defended and full of supplies and weapons that will be useful for the Continentals.

Proceeding to the Next Scene

Livingston is partial to trying to sink the schooner with the battery they set up for this purpose (proceed to **Scene B**). He is open to some more unorthodox stratagems—such as trying to board the ship—but isn't willing to risk the lives of any of his men on such a crack-pot strategy. If the party decides to board the ship, proceed to **Scene C**.

B. All out Barrage

Livingston tells the party to report to Captain **Jeremy Duggan**, who is in charge of the ramshackle battery of cannons the Continentals were able to procure. The cannons are a mixture of mostly six-pound guns fixed into position behind a stone wall.

As the party approaches Duggan, he is instructing a novice cannon crew. As he looks up towards the party, a cannon ball slams into the stone wall, sending stone and debris into the air. In a horrific sight, the crew falls to the ground, dead or severely injured. Duggan wobbles on his feet and shouts to the party to attend to the cannon, before reinforcing the wall as best he can, fueled by pure force of will.

> *"I don't care if you're a soldier or a seamstress—if you've got a working arm, get on that gun!"*

Area Information

This area has the following features.

Dimensions & Terrain. A 3-foot tall stone wall extends across the cannon battery, somewhat protecting the crew and the guns from retaliation from HMS *Royal Savage*.

Sights. Gunpowder fills the air, partially obscuring the scene as the blast takes out the crew of the cannon in front of you.

Smell. A vile cocktail of the thick sulfur scent of gunpowder, the copper tang of fresh blood, and the sweat of men who haven't bathed in days fills the air and offends your nostrils.

Sounds. The ground shakes as cannons fire around you, muffling the shouts of the injured.

Dangers. The party is witness to the clear and present danger the schooner's cannons represent.

Creature Information

Captain Duggan is a **bombardier** (Québécois) in charge of the cannon battery.

What Do They Want? Duggan wants to successfully sink the ship so he can return to his troops that are trying to bombard Fort Chambly.

What Do They Know? Duggan knows that any competent soldier can make a half-decent cannoneer with the right motivation.

Development

Duggan is mostly incapacitated by the blast and can't directly assist with loading and firing the cannon. He acts at the top of the initiative order, casting *defensive position* on the section of the wall that has failed. In subsequent rounds, all he can do is take the Dodge action and maintain his concentration, telling the party it's up to them to fire the cannon and maintain the defenses should they fail again.

Before the last attack, the crew reloaded the cannon successfully. The party will first have to determine who will be the gunner, and then work together to fire and reload the cannon, while also maintaining the reinforcement bonus of Duggan's gambit.

The party's target is the hull of the schooner, about 1,000 feet from the cannon battery. It has an AC of 15 and 100 hit points remaining (damage threshold 15).

Adjusting the Scene

Here are some suggestions for adjusting this scene:

- **Very Weak:** Reduce the Schooner's hit points by 25. The Schooner only targets the party on a roll of 12.
- **Weak:** Reduce the Schooner's hit points by 25.
- **Strong:** The Schooner targets the party on a roll of 10+.
- **Very Strong:** Increase the Schooner's hit points by 25. The Schooner targets the party on a roll of 10+.

Battery Cannon

large object (cannon) — 1,000 lb.

Armor Class: 12 (cast iron)
Hit Points: 75 (damage threshold 15)
Maximum Crew: 6
Damage: 9d8 artillery
Misfire Score: 6
Range: 1,200/4,800 feet
Damage Immunities: poison, psychic
Ordnance: wadded shot
Fixed Position: The crew of a Battery Cannon cannot take the Reposition crew action.

The crew of HMS *Royal Savage* are able to fire their cannons at the end of each round, but aren't focusing their fire on any point of the cannon battery. At the end of the round, roll a d12. On 11-12 the ship fires a barrage at the character's position. The GM makes an **artillery attack**, with +4 to hit, against AC 12 (due to half cover).

On a hit, each creature crewing the battery cannon must make a DC 12 Dexterity saving throw. Due to the half cover the wall provides, the characters add a +2 bonus to their saving throws. On a failed save, a creature takes 6d8 artillery damage, or half as much damage on a successful one.

If the area is reinforced by Duggan's *defensive position* gambit, the party has resistance to artillery damage from the schooner. If the position is hit, it loses its reinforcement bonus until a character can restore it by making a DC 15 Wisdom (Artisan's Tools).

The schooner sinks if the party is able to reduce its hit points to 0. If the characters sink the ship, the crew of the other batteries cheer in admiration, and Duggan lets out a sigh of relief before being rushed to medical aid by his men.

C. Scuttle the Ship

Instead of bombarding the schooner, Livingston ceases the barrage, while the party attempts to sneak on board and plant incendiary devices to scuttle the ship.

Area Information

The schooner and the surrounding area has the following features.

Dimensions & Terrain. The HMS *Royal Savage* is a two-masted schooner, 50 feet long and 15 feet wide at its widest. The ship is anchored in the shipyard of the fort, to protect it from an approach by land and to be able to recover supplies and armaments in case she sinks.

Sights. The schooner has sustained some light damage from the earlier barrage. Most of the crew are below decks tending to the cannons. A handful of soldiers are above deck on lookout duty.

Sounds. After several hours of reciprocal cannon fire, there is an eerie silence as the Continental battery ceases their fire.

Travel. The river is narrow at this point, only about 900 feet across.

Dangers. The crew of the HMS *Royal Savage* is alert to danger and is ready to defend the ship at all costs.

Creature Information

Four **footmen** (British) and a **fusilier** (British) are above deck on lookout, trying to determine why the bombardment has stopped. Below deck, there are about 30 soldiers and crew that are busy firing the cannons at the continental battery.

What Do They Want? The redcoats want to protect the ship and figure out why the continentals have ceased their bombardment.

What Do They Know? The redcoats have detailed maps of the river and plans of the forts that may be useful to Livingston and Montgomery if the party can recover them.

Adjusting the Scene

Here are some suggestions for adjusting this scene:

- **Very Weak:** Remove two **footmen** (British).
- **Weak:** Remove one **footmen** (British).
- **Strong:** Add one **fusilier** (British).
- **Very Strong:** Add two **footmen** (British) and a **fusilier** (British).

Development

The party will first need to get across the river in a small rowboat without drawing attention. Unless there is strong wind, mist rises from the river and mixes with the smoke from the cannons, creating a fog that obscures the rowboat. The party must make a DC 15 Strength (Water Vehicles) check to get to the schooner quickly. If they succeed, it takes 1 minute to get to the schooner. If they fail the check by less than 5, it takes twice as long to get across. If they fail by more than 5 they are unable to make any headway against the river's current and must make a new check next round. Every minute, the **fusilier** makes a Wisdom (Perception) check to scan the water for threats. If the party takes no efforts to try to approach stealthy, the DC is 15 (10 if there is no fog).

Once they get to the schooner, the party will need to set up explosive charges and escape before the charges detonate. To scuttle the ship, the party needs to set three charges—at the bow, somewhere amidship, and at the stern. To set the charge, a player must state how many rounds they set the fuse for and make a DC 12 Intelligence (Munitions Kit) as an action. On a failure, reduce the number of rounds until it detonates by 1d4 (minimum 1). The party has **6 charges** that they can distribute amongst themselves.

The redcoats above deck will try to stop the party if they notice them aboard the ship. If the redcoats find one of the charges, they will attempt to defuse it with a DC 15 Dexterity (Munitions Kit) check.

Premature Detonation

If a creature is above deck and within 15 feet when one of the charges detonates, they must make a DC 14 Dexterity saving throw. A creature takes 4d6 fire damage on a failed save, or half as much damage on a successful one.

Once the charges are set, the party must escape from the schooner. If the redcoats were alerted, the check to escape may be more difficult than the first Strength (Water Vehicles) check they made to approach the ship. Until the charges detonate, any redcoats above deck will take shots at the fleeing party. If at least three charges detonate on the ship, the ship quickly sinks, and the party is greeted by cheers as they return to the battery.

Rewards

If the party is responsible for sinking or scuttling the ship (or can convince Livingston that they were), Livingston will reward the party when they return to camp. One character receives their choice of either a Sachet Case +1 or a Hunting Pouch +1 (see **Exquisite Components** sidebar in **Part 2**).

Livingston may provide an additional reward if the party manages to recover the plans and maps that were stored on the ship.

Appendix 3: Inclement Weather

Daily Forecast

To determine the weather roll a number of times on the random weather table depending on the severity of the weather.

- **Fair** weather – 1 roll
- **Poor** weather – 2 rolls
- **Severe** weather – 3 rolls

If the same result is rolled multiple times or if there are certain combinations of weather results, then there are added effects described after the table. If any result is rolled three or more times, the weather is intensified at the GM's discretion.

Canadian Weather

d20	Result
1-5	**Calm.** No effects
6-10	**Light Precipitation.** Increase the misfire score for all firearms and artillery by 1. The precipitation also provides light cover.
11-13	**Windy.** Imposes disadvantage on all Wisdom (Perception) checks that rely on hearing and Constitution saving throws against other weather effects. Increase the movement speed of water vehicles with sails by 10 feet.
14-17	**Cold.** Increase the DC of all ability checks made with tools by 1. Makes all water into Frigid Water and any precipitation into Snow.
18-19	**Thunderstorm.** There is a clap of thunder every 1d12 minutes. All beasts must succeed on a DC 10 Wisdom saving throw or be frightened for the next 1d4 rounds.
20+	**Extreme Weather.** Roll twice on the table, ignoring subsequent results.

Extreme Cold

Cold + Cold

Whenever the temperature is at or below 0 degrees Fahrenheit, a creature exposed to the cold must succeed on a DC 10 Constitution saving throw at the end of each hour or gain one level of exhaustion. Creatures with resistance or immunity to cold damage automatically succeed on the saving throw, as do creatures wearing cold weather gear (thick coats, gloves, and the like) and creatures naturally adapted to cold climates. May cause bodies of water to freeze over at the GM's discretion.

Frigid Cold

Cold

A creature can be immersed in frigid water for a number of minutes equal to its Constitution score before suffering any ill effects. Each additional minute spent in frigid water requires the creature to succeed on a DC 10 Constitution saving throw or gain one level of exhaustion. Creatures with resistance or immunity to cold damage automatically succeed on the saving throw, as do creatures that are naturally adapted to living in ice-cold water.

Heavy Precipitation

Light Precipitation + Light Precipitation

Heavy precipitation extinguishes open flames and imposes disadvantage on ranged attacks made with firearms and artillery. Heavy rain also imposes disadvantage on Wisdom (Perception) checks that rely on hearing and all creatures within an area of heavy rain have disadvantage on Wisdom (Perception) checks that rely on sight.

Lightning Storm

Thunderstorm + Thunderstorm

If Thunderstorm is rolled twice on the weather table, it also counts as one result of light precipitation. During a lightning storm, lightning arcs to the ground in dangerous and unpredictable ways. In any encounter outside during a lightning storm, roll 1d12 at the start of each round. On a 12, lightning strikes a creature or object within the encounter, followed by a clap of thunder. Determine randomly which creature or object is hit. A creature must make a Dexterity saving throw and an object must make a Constitution saving throw. The DC for this save is 13.

On a failure, the object or creature takes 3d10 lightning damage, or half as much damage on a successful one. If a conductive object or a creature fails its save, then every creature or object in contact with it must also make the saving throw to avoid taking the lightning damage. If lightning strikes a flammable object, it is set ablaze.

Snow
Cold + Precipitation (any)

In addition to the normal effects of the precipitation, Snow accumulates at a rate of 1" an hour for light snow and 4" an hour for heavy snow. Traversing on more than 3" of snow is considered difficult terrain. Even light snow severely reduces visibility, imposing disadvantage on Wisdom (Perception) checks that rely on sight. In heavy snow, anything more than 15 feet from a creature is heavily obscured.

Wet Powder
Gunpowder is partially composed of water soluble saltpeter. Ammunition exposed to water is ruined, so you must take care to protect powder from the elements. Unless you take adequate precautions, half the rounds you carry are destroyed if you are fully submerged in water, or are in heavy precipitation for longer than 1 minute.

Strong Wind
Windy + Windy

A strong wind imposes disadvantage on Wisdom (Perception) checks that rely on hearing and ranged weapon attacks made with bows and thrown weapons. A strong wind also extinguishes open flames and disperses fog and smoke. In strong winds, creatures are incapable of flying except by supernatural means. A flying creature in a strong wind must land at the end of its turn or fall.

A strong wind creates large waves on the water, imposing disadvantage on all ability checks made while aboard a water vehicle. Vehicles risk damaging their sails in heavy wind unless the crew reefs the sails to minimize damage.

Sunny
Calm + Calm

Any creature in the sunlight gains advantage on Wisdom (Perception) checks that rely on sight unless it has sunlight sensitivity or a similar feature. If there are any precipitation results in addition to at least two calm results, then the weather is intermittent, switching between Sunny and the other weather qualities every 1d12 minutes.

Appendix 4: Enemies by Region

Canada / Ohio Country

Enemies	CR (xp)
Badger, commoner, deer, goat, vulture	0 (10 xp)
Drummer*, mastiff, mule, red-tailed hawk (blood hawk), tribal warrior	1/8 (25 xp)
Bullock*, elk, footman*, riding horse, swarm of bats, tribal guide*, wolf, woodsman*	1/4 (50 xp)
Black bear, chaplain*, mountain lion*, tribal archer*, warhorse	1/2 (100 xp)
Black wolf*, brown bear, highlander*, trailblazer*, wolf warrior*, voyageur*	1 (200 xp)
Bull moose*, cave bear, coehorn mortar*, eagle warrior*, foot sergeant*	2 (450 xp)
Grenadier*, hussar*	3 (700 xp)
Field officer*, galloper gun*	4 (1,100 xp)

New England

Enemies	CR (xp)
Commoner, deer, goat, vulture	0 (10 xp)
Drummer*, mastiff, mule, red-tailed hawk (blood hawk), tribal warrior	1/8 (25 xp)
Bullock*, draft horse, elk, footman*, riding horse, tribal guide*, wolf, woodsman*	1/4 (50 xp)
Black bear, chaplain*, machinist*, minuteman*, mountain lion*, reef shark, tribal archer*	1/2 (100 xp)
Black wolf*, provocateur*, voyageur*	1 (200 xp)
Bull moose*, coehorn mortar*, foot sergeant*	2 (450 xp)
Grenadier*, killer whale	3 (700 xp)
Field officer*, galloper gun*	4 (1,100 xp)

Mid-Atlantic

Enemies	CR (xp)
Commoner, deer, goat, vulture	0 (10 xp)
Drummer*, hessian conscript*, mastiff, mule, red-tailed hawk (blood hawk), tribal warrior	1/8 (25 xp)
Boar*, bullock*, draft horse, elk, footman*, riding horse, tribal guide*, wolf, woodsman*	1/4 (50 xp)
Black bear, chaplain*, machinist*, mountain lion*, reef shark, tribal archer*, warhorse*	1/2 (100 xp)
Black wolf*, highlander*, hessian schasant*, provocateur*, wolf warrior*	1 (200 xp)
Coehorn mortar*, foot sergeant*, fusilier*	2 (450 xp)
Grenadier*, hussar*, killer whale	3 (700 xp)
Field officer*, galloper gun*	4 (1,100 xp)

Tidewater / Deep South

Enemies	CR (xp)
Commoner, deer, goat, vulture	0 (10 xp)
Drummer*, mastiff, mule, poisonous snake, red-tailed hawk (blood hawk), tribal warrior	1/8 (25 xp)
Boar, bullock*, draft horse, footman*, rattlesnake*, riding horse, tribal guide*, wolf, woodsman*	1/4 (50 xp)
Alligator (crocodile), black bear, chaplain*, machinist*, mountain lion*, reef shark*, tribal archer*, warhorse	1/2 (100 xp)
Black wolf*, highlander*, provocateur*, trailblazer*, wolf warrior*	1 (200 xp)
Coehorn mortar*, eagle warrior*, foot sergeant*, fusilier,* hunter shark	2 (450 xp)
Grenadier*, hussar*	3 (700 xp)
Field officer*, galloper gun*	4 (1,100 xp)

Gulf Coast

Enemies	CR (xp)
Commoner, goat, scorpion, vulture	0 (10 xp)
Drummer*, mule, poisonous snake, red-tailed hawk (blood hawk), tribal warrior	1/8 (25 xp)
Boar, bullock*, constrictor snake, draft horse, footman*, rattlesnake*, riding horse*, swarm of bats, tribal guide*, wolf, woodsman*	1/4 (50 xp)
Alligator (crocodile), black bear, panther, reef shark, swarm of insects, tribal archer*	1/2 (100 xp)
Black wolf*, brown bear, swarm of piranhas (quippers), trailblazer*, wolf warrior*	1 (200 xp)
Coehorn mortar*, eagle warrior*, foot sergeant*, hunter shark, swarm of poisonous snakes	2 (450 xp)
Grenadier*, killer whale	3 (700 xp)
Field officer*, galloper gun*	4 (1,100 xp)

* A new enemy described in chapter 6.

List of Illustrations

Moran, Edward Percy, *Battle of Bunker Hill* (c. 1909)..... cover
Jones, B., *Broadside soliciting recruits* (c.1798)..... title

Chapter 1: Origins PG
Flagbearer Games, *Allan McLane + Daniel Shays* (2019)..... 4
Flagbearer Games, *Anna Maria Lane + Peter Francisco* (2019)... 6
Flagbearer Games, *Johann Jasper + Seymour Burr* (2019)..... 8
Flagbearer Games, *David Bushnell + Pierre Gibault* (2019) 10
Flagbearer Games, *Nonhelema + Tegahsweangalolis* (2019)...12
Flagbearer Games, *Barzillai Lew + Sally St. Clair* (2019) 14

Chapter 2: Classes PG
Wyeth, N.C., *Serving Out the Weapons* (1911).....16
Rothermel, Peter Frederick, *Patrick Henry before the Virginia House of Burgesses* (1852) 18
Pyle, Howard, *Watching the Fight at Bunker Hill* (1901).....20
Yohn, F.C., *Prescott at the Battle of Bunker Hill* (1898) 23
Lalauze, Alphonse, *British Grenadier* (c.1900-1936) 26
Moran, Edward Percy, *The First Resistance* (c.1911) 28
Winter, Ezra, *Through Wilderness and Flood* (1934).....30
Darley, F.O.C., *The First Blow for Liberty* (1870).....33

Chapter 3: Character Options PG
Pyle, Howard, *Tory Refugees* (1901).....34
Wheatley, Francis, *Return from the Market* (1791) 38
Flagbearer Games, *Colonial Items* (2019) 41
Mosler, Henry, *Ring! Ring for Liberty* (c.1909) 42
Paul Revere's Ride (c.1942-1945) 44

Chapter 4: Firearms & Kit PG
Winter, Ezra, *The British Barrier to the West* (1931-1934).....46
Loutherbourg the Younger, *British grenadier* (c.1778) 48
Flagbearer Games, *18th Century Weaponry* (2019).....50-52

Chapter 5: Gambits PG
Pyle, Howard, *Samuel Adams warning British royal governor after the Boston Massacre* (1901) 56
DeLand, Clyde O., *General Washington Firing the First Shot at Yorktown* (c.1900-1926).....58
Woodville, Richard Caton, *To the Plains of Abraham* (1906) 60
Flagbearer Games, *Foxfire* (2019).....62
Homer, Winslow, *The Portage* (1897).....64
Fiscer, Meyer, *The Battle Between the Bon Homme Richard and the Serapis* (c.1970).....65
Pyle, Howard, *Before the trenches at Yorktown* (1901).....66
Yohn, F.C., *Sullivan's Island Bombarded by the British* (1898).....67

Chapter 6: Enemy Roster PG
Goodwin, Phillip Russel, *The Battle of the Strong and the Cunning* (1901) 68
Solm, Reinhard von, *Artillery of the 16th Century* (1897) 70
Hollar, Wenceslaus, *Wolf* (1665).....71
Meryon, Charles, *Cow and Ass* (1849).....71
Franklin, Benjamin, *Join, or Die.* (1754).....72
Catlin, George, *Iroquois brave* (1841).....73
Loutherbourg the Younger, *British infantryman 25th Regiment kneeling, firing rifle* (1778) 74
Catlin, George, *Seminole prisoners* (1861).....75
Catlin, George, *Osceola* (1841) 76
Graves, Robert, *James Campbell,* (c.1784).....77
Romney, George, *Emma Lady Hamilton* (c.1784).....78
Morris, Charles, *A French Woodsman* (1914).....79
Loutherbourg the Younger, *British grenadier holding a rifle* (1778).....81
Loutherbourg the Younger, *Britain infantry uniform sketch (Rutland militia)* (1778).....82
Loutherbourg the Younger, *Military Skirmish* (c.1755-1771)....83

Adventure: Invasion of Canada PG
Jeffreys, C.W., *Death of Montgomery at Quebec* (1910) 84
Tour, Louis Brion de la, *Map of the theater of war between the English and the Americans* (1777) 86
Fink, Delman, *On the Last Portage of the Great Carrying Place* (1903) 88
Adamson, Sydney, *Working Against the Flood on Dead River* (1903).....89
Yohn, F.C., *Ethan Allen before Prescott* (1902) 91
Yohn, F.C., *The Battle of Guilford Court House* (1898) 92
Keller, A.I., *Attack on Savannah, October 8, 1779* (1903).....94
Hauling guns by ox teams from Fort Ticonderoga for the siege of Boston (c.1918).....95
Schoonover, *Frank, Sentry at Valley Forge* (1921) 96
Adamson, Sydney, *Carrying the Bateaux at Skowhegan Falls* (1903).....97

Appendices PG
Winter, Ezra, *Peace or War with the Indians* (c.1931-1934) 98
Fitzgerald, Harrington, *Return of the scout to Valley Forge* (c.1880-1910).....100
Yohn, F.C., *The Battle of Lake George* (1904) 101
Calderwood, Enant, *HMS Royal Savage* (1775).....103
Yohn, F.C., *The Attack on Quebec* (1898).....105
Ward, Edmund F., *The Battle of White Plains* (1926).....106

FLAGBEARER GAMES

www.nationsandcannons.com

Copyright © 2021 by Flagbearer Games, LLC. All rights reserved.

First printed in Jersey City, New Jersey, United States of America.

Print ISBN: 978-0-578-96985-5
eBook ISBN: 978-0-578-97131-5

Library of Congress Control Number: 2021916777

To learn more, email us at contact@flagbearergames.com

This publication of this *Nations & Cannons* supplement is done under the Open Game License Version 1.0a. This publication contains Open Game Content, as defined below. Open Game Content may only be Used under and in accordance with the terms of the Open Game License as fully set forth on this page.

Product Identity: All Flagbearer Games logos and identify marks and trade dress, including all Flagbearer Games Product and Product Line names; all original artwork, illustrations, and graphic design; dialogue, plots, story elements, and sidebars. (Elements that have previously been designated as Open Game Content are not included in this declaration.)

Open Game Content: The Open content in this book includes class features, equipment, monster names, monster abilities, and spells. No other portion of this work may be reproduced in any form without permission.

OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a)"Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b)"Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute;(d)"Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

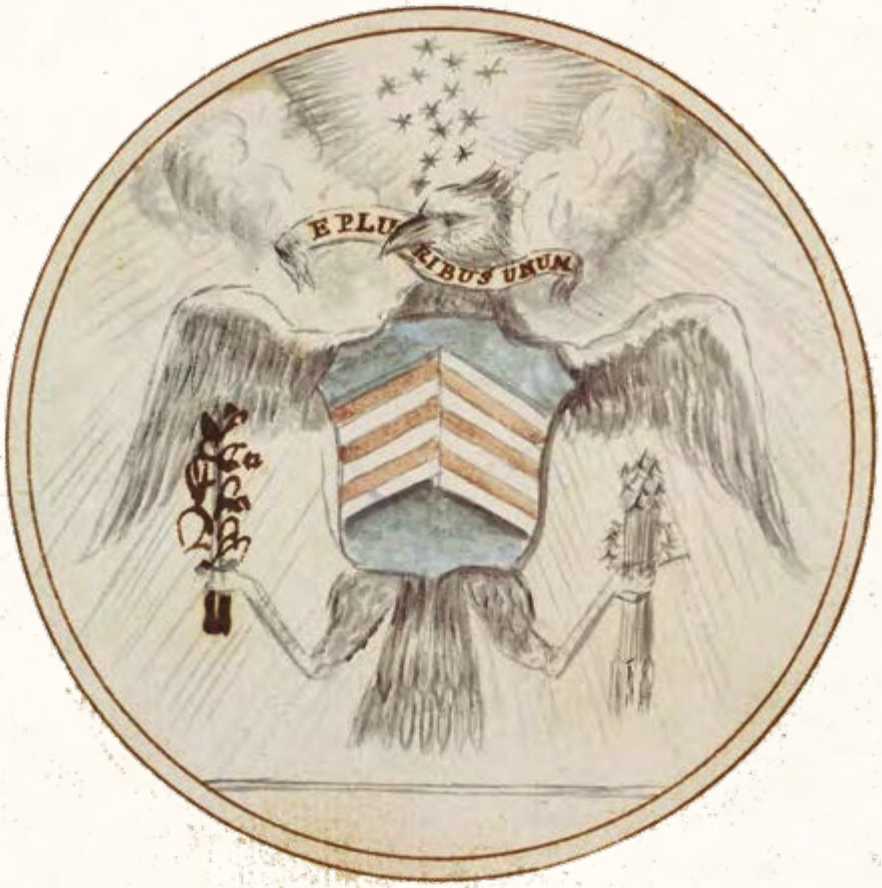
14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE

Open Game License v 1.0a Copyright 2000, Wizards of the Coast, LLC.

System Reference Document 5.1 Copyright 2016, Wizards of the Coast, Inc.; Authors Mike Mearls, Jeremy Crawford, Chris Perkins, Rodney Thompson, Peter Lee, James Wyatt, Robert J. Schwalb, Bruce R. Cordell, Chris Sims, and Steve Townshend, based on original material by E. Gary Gygax and Dave Arneson.

Nations & Cannons Core Rules. Copyright 2021, Flagbearer Games, LLC; Authors Pat Luke Mooney, Collyn Messier, Kate Devorak, and Adrienne Cohen.


E PLU
RIBUS UNUM